PLAYSTATION 2 MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ONLY PSM2 IS PACKED WITH

AMAZING NEXT-GEN GAMES

SONIC, FIGHT NIGHT, MGS4
SEE THEM ALL ON PS3 NOW!

JUST IN!

TOMB RAIDER LEGEND

Lara's latest playtested on PS2 & PSP!

IT'S WAR!

PS3 POWER-SLAM!

10 reasons why PS3 trashes 360!

WORLD EXCLUSIVE!

SPLINTER CELL

DOUBLE AGENT

RUNNING SCARED ON PS2, PSP & PS3!
FIRST VERDICT INSIDE!

STOP PRESS!

grand theft auto

GTA back on PS2!
First info INSIDE!

gamesradar.com

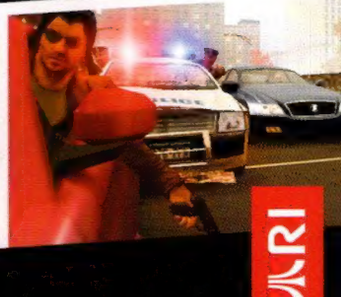
Future MEDIA WITH PASSION
MARCH 2006 £3.99
9 771471 496050 03>

LOADED WITH HOT NEW REVIEWS:

■ Metal Gear Subsistence ■ FIFA Street 2 ■ TOCA 3
■ Black ■ 24 ■ Marc Ecko's Getting Up ■ Sega Rally ■ AND MORE!

DRIVER
PARALLEL LINES

IN 1978 YOU WILL PAY FOR YOUR SINS.
IN 2006 EVERYONE ELSE WILL.



18

XBOX

PlayStation.2

REGISTER NOW AT: WWW.ATARI.COM/DRIVER
TO RECEIVE EXCLUSIVE CONTENT

ATARI

Driver™: Parallel Lines, © 2006 Atari Inc. Designed and developed by Reflections Interactive Limited, an Atari development studio. Marketed and distributed by Atari Europe SASU. All trademarks are the property of their respective owners.

METAL GEAR SOLID 3 SUBSISTENCE

Finally, we get to take *Metal Gear* online – and it's the absolute business. PS2's best ever online game? Flip to page 40 for the full story.

40

THIS MONTH YOU NEED TO READ...

TOMB WITH A VIEW

TOMB RAIDER LEGEND

We've played it. Gen up on everything Lara-related. Then look at her boobs. You know you want to.

84

DOUBLE UP

SPLINTER CELL: DOUBLE AGENT

PS2's other stealth franchise gets cracked open. Can Fisher finally topple Snake?

36

PS3 – HOT NEWS

PS3 POWER-SLAM

All the latest, greatest news on PlayStation 3. Have Sony finally unveiled playable games? (Clue: No, of course not.)

24

LET'S TALK ABOUT X

X-MEN 3

PSM2 dons its best superhero codpiece and takes a close look at the brand new X-Men game. Will it be PS2's best super hero game ever?

28

YOU NEED TO WATCH...

ISSUE 72'S FREE DVD

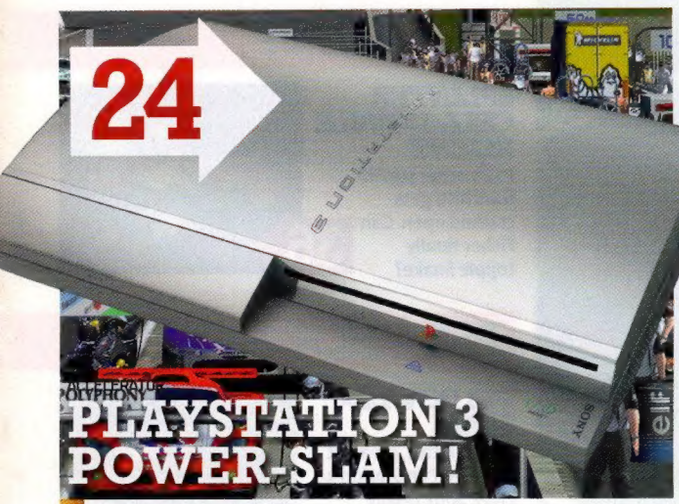
GET IT ON WITH THE DON AND SEE HOT NEW PARALLEL LINES FOOTAGE

Witness our molten *Godfather* footage and see the carnage on the streets of NY. And check out the lastest *Driver* movie. Bathe your eyes in gaming glory.

7

Conte

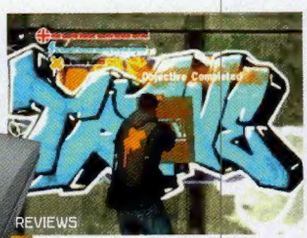
PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER



ACCELERATOR

PLAYSTATION 3 POWER-SLAM!

★ 10 reasons why PS3 will clang Xbox 360 square in the spades.



REVIEWS

48 MARK ECKO'S GETTING UP

ACCELERATOR

18 MEDAL OF HONOR: AIRBORNE

ACCELERATOR

14 FIGHT NIGHT ROUND 3

REVIEWS

68 24

FEATURE

Ssplinter cell: double agent

★ Fisher's back and something tells us he won't be in prison for long.

REVIEWS

54 SEGA RALLY 2006

ACCELERATOR

12 SONIC ON PLAYSTATION 3

REVIEWS

56 TOCA RACE DRIVER 3

ACCELERATOR

16 ONIMUSHA: DAWN OF DREAMS

PSP REVIEWS

77 STREET FIGHTER ALPHA MAX

PSP NEWS

32 FOOTBALL MANAGER PSP

PSP REVIEWS

74 METAL GEAR ACID 2

REVIEWS

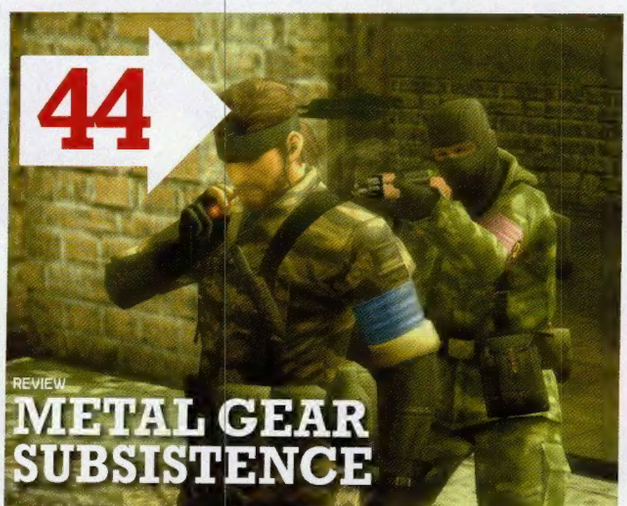
67 SEGA CLASSICS COLLECTION

REGULARS

82 THE TRUTH

REVIEWS

66 THE PLAN



REVIEW

METAL GEAR SUBSISTENCE

★ Going online with Snake in *MGS3 –The Director's Cut.*

PSP REVIEWS

81 MADDEN NFL 06

PSP REVIEWS

80 FIFA STREET 2

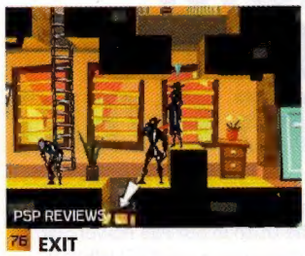
nts

INSIDE THIS ISSUE!

50 METAL SLUG 5

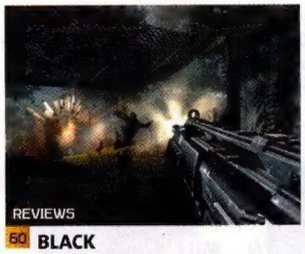
96 TIGER WOODS PGA TOUR 06

64 FLOW: URBAN DANCE



76 EXIT

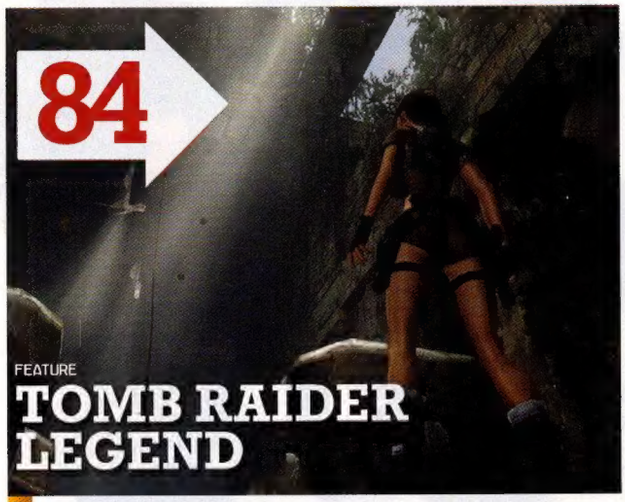
★ In which respected actor Vinnie Jones makes his PS2 debut. What a treat.



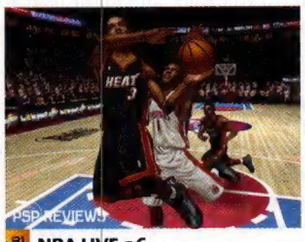
60 BLACK

52 JACKED

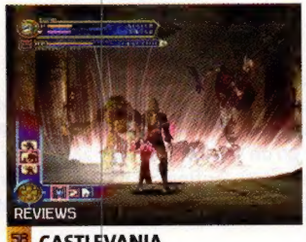
78 LEMMINGS



★ Forget the awful Angel Of Darkness – this is how *Raider* should be...



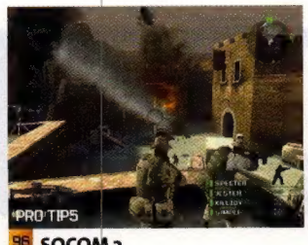
81 NBA LIVE 06



58 CASTLEVANIA

72 TALKMAN

67 PAC-MAN WORLD 3



98 SOCOM 3

EVERYTHING IN THIS ISSUE...

ACCELERATOR

Sonic The Hedgehog PS3 ..... pg12
Fight Night Round 3 ..... pg14
Onimusha 4: Dawn Of Dreams pg16
Medal of Honor: Airborne pg18
GTA: Liberty City Stories PS2 ..... pg20
PES Transfers pg22
PS3 Power-Slam pg24
Spy Hunter 3 ..... pg26

PSP ACCELERATOR

Football Manager pg32
Def Jam Fight For New York: The Takeover pg33
Killzone: Liberation pg33
Splinter Cell Essentials pg34

PS2 REVIEWS

Metal Gear Solid 3: Subsistence pg44
Marc Ecko's Getting Up: Contents Under Pressure pg48
Metal Slug 5 ..... pg50
Jacked pg52
Sega Rally 2006 ..... pg54
Toca Racer Driver 3 ..... pg56
Castlevania: Curse Of Darkness pg58
Black pg60
Flow: Urban Dance Uprising pg64
The Plan pg66
Pac-Man World 3 ..... pg67
Sega Classics Collection pg67
24 ..... pg68

PSP REVIEWS

Talkman pg72
Metal Gear Acid 2 ..... pg74
Exit pg76
Street Fighter Alpha 3 Max pg77
Lemmings pg78
FIFA Street 2 ..... pg80
Madden NFL 06 ..... pg81
NBA Live 06 ..... pg81

DVD REVIEWS

Corpse Bride pg82
The Simpsons Season 7 ..... pg83
Red Eye pg83
Aeon Flux: The Complete Animated Series pg83

PRO TIPS

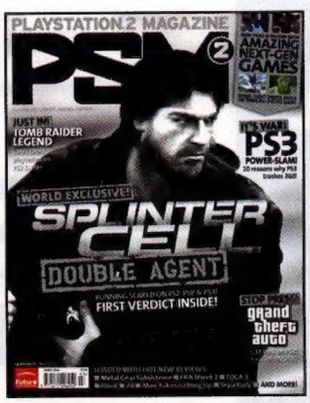
Prince Of Persia: The Two Thrones pg96
Tiger Woods PGA Tour 06 ..... pg96
Prince Of Persia: Revelations pg96
Harvest Moon: It's A Wonderful Life pg96
Shadow Of The Colossus pg96
Urban Reign pg96
The Incredibles: Rise Of The Underminer pg96
Prince Of Persia: Revelations pg96
King Kong pg96
SOCOM 3: US Navy SEALs pg97
Crime Life: Gang Wars pg97
Ghost In The Shell: Stand Alone Complex PSP pg97
Marc Ecko's Getting Up pg100

FEATURES

X-Men 3 ..... pg28
Splinter Cell: Double Agent pg36

REGULARS

On the DVD pg07
Letters pg08
The Truth pg92
Classified Pages pg110
Last Laugh pg114



PLAYSTATION 2 MAGAZINE

PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Email: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

FAVOURITE DOUBLES

Editor Daniel 'Agent' Griffiths
Art Editor Milf 'Decker' Coppock
Deputy Editor Daniel 'Trouble' Dawkins
Production Editor David 'Vision' Cook
Deputy Art Editor Rich 'Vodka' Broughton
Staff Writer Nathan 'Dutch' Irvine
Staff Writer Andrew 'Penetration' Kelly

Contributors James White, Sarah Kennett, Richard Owen, Joel Snape, Jes Bickham, Steve Williams, Dave Harrison, Nick Ellis, Joao Diniz Sanchez

ADVERTISING

Call: 01225 442244
Advertising Director Jayne Caple
Head of Sales Clare Williamson
Advertising Manager Clair Raithby

DISPLAY ADVERTISING:
Head Of Trading Scott Longstaff
Account Managers Anne Mead-Green, Dan Robinson, Andrew Church, James Watson

CLASSIFIED ADVERTISING:
Senior Sales Executive Alby Donnelly
Sales Executive Stuart Harris

PRODUCTION

Production Manager Rose Griffiths
Snr Production Coordinator Kirsty Bell
Marketing Product Manager Ben Payne
Colour Scanning Mark Gover, Jason Titley, Simon Windsor

EXECUTIVE STAFF

Non-Executive Chairman Roger Parry
Chief Executive Greg Ingham
Managing Director Robert Price
Group Finance Director John Bowman
Group Publisher Mia Walter
Editorial Director Jim Douglas
International Director Simon Wear
Head Of International Licensing Tim Hudson
Genius Mike Goldsmith

SUBSCRIPTIONS

PSM2, Future Publishing, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leics, LE16 9EF
Email: psm2@subscription.co.uk
Customer Order Line 0870 837 4722
Back Issues/Queries 0870 837 4773
Order Online www.myfavouritemagazines.co.uk

Printed in the UK by Wyndeham Heron
Distributed by Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS. Tel 020 7633 3333

© Future Publishing Ltd 2006

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

Future Publishing Ltd. is part of Future plc.
www.futureplc.com

Future produces carefully targeted special-interest magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 150 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world.

gamesradar.com

Future

Future plc is a public company quoted on the London Stock Exchange (FUTR).

Tel +44 1225 442244
www.thefuturenetwork.plc.uk
Atlanta Bath London Milan New York Paris San Diego San Francisco

FSC Mixed Sources

recycle
When you have finished with this magazine please recycle it.

WHAT'S YOUR MOTIVATION? HOW ABOUT GETTING TO PLAY SOME OF THE BEST GAMES EVER?

You know, for February, things haven't been so bad. Sure it's as cold as a penguin's lolly out there and Milf's post-Christmas Quality Street stash is a sea of green triangles and empty wrappers, but things could be worse. We could be playing a non-stop *Jacked* tournament. With compulsory bouts of *Flow: Urban Dance Uprising* in between. Brrr...

No. Things are pretty good. This month has seen some major hitters landing square in our laps, setting 2006 up as something pretty special. Firstly we've been thrashing our Japanese friends at *Metal Gear Solid 3: Subsistence* online. We might not be fluent in their language, but it seems that everyone understands the international language of camping, unfairly ganging up on whoever's in the lead and quitting out when it looks like you're going to get beaten. Ah yes. Most honorable.

Similarly, we finally got to complete *Black* and, while it's a superb game (a *superb* game), we found the lack of personality a real barrier to us getting under the game's skin. What's happening to us? We used to play for hours to amass meaningless points. And now – and this is partly due to the brain-altering decade-long quest of *Black*'s masters, Electronic Arts – we can't even pick up a joypad without first knowing that our Mum's a wino and Mr Big once crapped in our pasty. Thank God that *Splinter Cell: Double Agent* is on hand to heap on the cheese and deliver one of the most predictable 'twists' of all time. You mean Sam's not really a convict? Phew-ee...

For a decent plot, allow us to point you at not one, but two of the best stories ever told in videogames. Yes, *Ico* AND *Shadow Of The Colossus* go on sale on February 24th. Why not buy them for the missus? For Valentine's Day? And deliver them as a present ten days late? Never mind. Once she's three hours, in she'll *love* you.

Meanwhile on the PlayStation 3 front, we've gathered all the latest info and spelt out the truth in our PS3 Power Slam feature. PS3 might not have broken cover yet (CES! What happened!?) but when it does, Bill Gates will weep money.

Whoa. Scarely enough room to tell you about our exclusive first play of *Tomb Raider* on PS2 and PSP. Flip to page 84 now. And... And... Just flip those pages. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine. And the smallest small type. If you're reading this, email in and say 'My eyesight is brilliant'.

PS2 ON THE DVD

PS2/PS3 ON DVD

LATEST

Just in! The very latest gaming vids

FINAL FANTASY XII

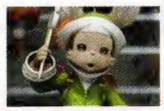
- BLACK
- DRIVER: PARALLEL LINES
- ONIMUSHA: DAWN OF DREAMS
- SONIC RIDERS
- FINAL FIGHT: STREETWISE
- PHANTASY STAR UNIVERSE
- RULE OF ROSE

HANDS ON

Exclusive footage from all the hot new games

THE GODFATHER

- FINAL FANTASY XII
- RYU GA GOTOKU
- DRIVER: PARALLEL LINES
- COMMANDOS: STRIKE FORCE
- XENOSAGA: EPISODE 3
- SNOOPY VS THE RED BARON
- FATAL FRAME 3
- GRANDIA III
- MOBILE SUIT SAGA
- LIVING WORLD RACING



REVIEWS

Reviews for new PS2 games with commentary

ICO

- PRINCE OF PERSIA: THE TWO THRONES
- CRAZY FROG RACER
- CRIME LIFE: GANG WARS
- URBAN REIGN
- DEVIL KINGS
- THE INCREDIBLES: RISE OF THE UNDERMINER
- SHREK SUPER SLAM
- GAUNTLET: SEVEN SORROWS
- KAIDO RACER
- HELLO KITTY: ROLLER RESCUE
- TORINO 06: WINTER OLYMPIC GAMES
- MINI DESKTOP RACING
- CODENAME: KIDS NEXT DOOR

PS3

The newest PS3 movies around

- FIGHT NIGHT ROUND 3
- LOST PLANET
- PREY
- RUMBLE ROSES XX

HOW IT WORKS

- **Latest:** Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
- **Hands-on:** So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
- **Reviews:** All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.
- **PS3 and PSP:** Now we have sections for the hottest new games on both new formats.
- **Recommended:** Quick links to our personal favourite bits.
- **Extras:** Quirky clips and... well... extra stuff and credits to enjoy.

RUMBLE ROSES XX

PS2 ON THE DVD

PSP ON DVD

It's here! PSP finally arrives in the UK and, in order to get you up and running with movies on Memory Stick as fast as possible, we've included a batch of movies in a special folder on your DVD.

Simply insert the disc into your computer (you do have a DVD-ROM drive on your computer don't you?) and 'Open' the disc. You should see a folder on there called 'PSM2 PSP STUFF'. We recommend that you drag this folder to your desktop, thus copying it there.

Open this folder and you'll find a folder called 'Movie Files' (and one called 'PSM2 Reviews To Go' – more on that to the right). Open this folder and you'll find folders for loads of PSP games. Inside each of these is a PSP movie ready to be played on PSP.

Connect your PSP to your PC and make a folder called MP_ROOT next to your PSP folder. Make a folder called 100MNV01 inside this. Now copy these movie files (all called M4V... etc...) into this folder. Now just eject, disconnect, then click and play from your PSP's Video menu to view.

FIELD COMMANDER

MEGAMAN

PSP

The latest footage from the best new PSP games

MEGAMAN: MAVERICK HUNTER X

- FIELD COMMANDER

PSM2 REVIEWS TO GO

Want the ultimate source of all PS2 knowledge in your pocket? Then load up your PSP with Reviews To Go!

Simply insert your DVD into your computer (as described above) and open the 'PSM2 Reviews To Go' folder. Then do as it says – copy the files inside the next folder into you PSP's Photo folder – you'll need 4.6Mb free. No 'Photo' folder? Then your stick needs formatting. On the main menu head left to 'Settings', down to 'System Settings' and then press q. Now go down to 'Format Memory Stick' and press ⊗. Hit ⊗ again and your stick'll be wiped and a set of folders created on board, including the 'Photo' one you need for our reviews to go.

Drag the two 'Reviews To Go' files into this 'Photos' folder. Now eject your PSP and go to your Photos menu. You should see two files. One contains all our PS2 scores, one all our PSP scores. Select the one you want in order to view it.

Got a long thin strip on your screen rather than a massive all-conquering database of every game ever reviewed? Then press ⊗ to bring up the options. Choose 'View' and click it to switch to widescreen. The full Reviews To Go will appear. Use the stick to scroll.

PSM2 Presents
PS2 REVIEWS TO GO
Every PS2 game reviewed and ready for viewing on the move!
Reviews To Go is the ultimate source of PS2 knowledge.

QUOTE OF THE MONTH: "TAKING LAXATIVES MAKES YOU SEEM CRAZY"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

SLIGHT EXAGGERATION: "PEOPLE WHO DON'T LIKE RPGS ARE DULL MORONS"

► **Dear PSM2,**

I was reading your review of *Dragon Quest VIII* last issue and when you said that RPG gamers get mocked, it rang true with me. I bet that most people who love games like *Final Fantasy* and *Dark Chronicle* get teased by friends who are only interested in gore and blood. If they even heard of *Dragon Quest VIII* they'd probably fall over in laughter. I'd just like to say that people who don't like RPGs or adventure games are dull morons with no space in their lives for imagination. These are some of the greatest games in history. Don't get me wrong, *San Andreas* and *Resi 4* are awesome, but people who don't take time in their lives to play these games practically have no life at all. Take *Final Fantasy X*, for example. Most likely the greatest RPG of all time, yet people whose heads are filled with nothing but gore think it's utter trash. I just want to say that whoever hasn't played these types of games should, otherwise you're missing out on an incredible experience in life.

Practically all of the games I'm looking forward to in 2006 are RPGs and adventure games. Firstly, there's the re-release of *Ico*, and *Shadow Of The Colossus*. Bloody excited about those. Secondly, *Kingdom Hearts II*. Then there's *Okami*. Jesus, does that look beautiful. Then there's *FFVII: Advent Children*. Pre-ordered and waiting. Next there's *Harvest Moon*. As that's out now I'm gonna rush off to the shops and spend my hard-earned cash. *Phantasy Star Universe* is another. I'm looking forward to *Final Fantasy XII* the most, though. Boy, I am crazy about those *FFs*. But most of all, I'm looking forward to my dying dream, PS3.

Anyway, these are the games of 2006 which everybody should definitely look into, especially those who don't play RPGs. Plus, as you're the coolest mag ever, if you ask really nice you can have a picture of you all, *Harvest Moon* style! Think about it.

Sam Thompson, email

Although this letter's possibly a tad hardline – "people who don't play RPGs are dull morons", indeed – you're right in saying that RPGs are too often sneered at by people who think games begin and end with 50 Cent blasting someone's eyeballs out with a revolver, and that much of the innovation and joy in gaming today is provided by adventure games. These are very time-intensive games you're playing, though. Do remember to go outside and play in the sun on occasion. Otherwise you'll end up like Andy, and nobody wants that.

DR JEKYLL...

► **Dear PSM2,**

Maybe it's the post-Christmas lull, but I can't help feeling a little empty. I feel PS2-wise I have nothing to look forward to... sniff...

Adam McDonald, Birmingham.

Aw, cheer up – look, this next chap's massively optimistic...

... AND MR HYDE

► **Dear PSM2,**

I've noticed a growing trend in the last couple of months – complaints. But PS2 is great! It's still going strong by sheer game quality.

Adam McDonald, Birmingham

There, you see, Adam, this bloke Adam thinks th... hang on a bleedin' second, these are both from the same man! And these letters were a matter of days apart. Perhaps you need something to control your mood swings. Or a nice lie-down. Hmm?

TEN OF THE BEST

► **Dear PSM2,**

My Top Ten. Please do it justice

1. Put *Manhunt* in The Truth.
2. *Animaniacs* has a silver award despite a 62% score. Remove it.
3. Get rid of the 'inappropriate pictures' at the back of your mag.
4. Stop putting beards and extra eyes on pictures of Snake and Ken Kutaragi
5. Stop ogling virtual 3D women.
6. Don't give *Driver: Parallel Lines* and

GOIN' POSTAL

The ironic thing is, there are far more words in this paragraph than any of Goin' Postal's letters. Isn't that ironic? Doncha think? It's like rain on your wedding day, or ten thousand spoons when all you need is a knife. To kill Alanis Morissette with.

BOWIE-LEGGED
Leon started to look like David Bowie
Dazmine LP, Wales
Was he surrounded by scary monsters?

DIRTY MIND
Miss Jolie started bouncing up and down.
Matthew Power, email
Yeah, in your dreams.

PARALLEL PARKING: *Driver: Parallel Lines.* Should we just ignore it entirely? Nah.

SPEAK TO THE TEAM FEBRUARY 24TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday February 24th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"I'D RATHER BE ODD THAN BORING"

PHONE PSM2 WITH: KIDS GAMES - ALL CRAPTACULAR? VALENTINE'S WISHES BLACK - YOUR COMMENTS

PES Management any publicity.
7. Tell us about the *Reservoir Dogs* game (we all love Tarantino).
8. Do a Sexy Games Characters List.
9. Stop writing guides to rubbish games which you tell us not to buy
10. I was joking about the ogling virtual women thing... you can keep doing it if you want to. Sorry.

Nick P, email

1. Oops.
2. Oops.
3. 'They' won't let us.
4. We can't. It's too much fun.
5. Can we still ogle virtual *2D* women?
6. Well, that'd be insanity.
7. It's gone a bit quiet on that score.
8. No. Look, really, we're just not. OK?
9. Only if people stop buying them.
10. Phew. Nathan can stop crying now.

LOONY RETURNS

► Dear PSM2,

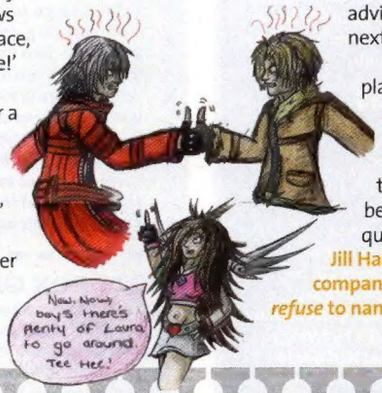
I haven't forgotten about you. I did send you a letter, but you mustn't have got it.Bloody postman. [throws spear] 'Ow, my face, my precious face!'

Catherine Russell asked for a pic of Nel from *Star Ocean*, but called me a 'disappointment' to the mag! She should be hit over the head with a shovel! She also said I should be more 'normal'. JEEBUS! That's an insult. I'd rather be 'odd' than boring.

I got *Resi 4* for Xmas. Leon is hot and I get a good view of his arse! Leon or Dante? Hmm... they'll have to settle this their own way... thumb war!

Laura DM, Liverpool

And so PSM2's own whirling dervish of nuttery returns. Glad to have you back, Laura, although you're getting ever more unnervingly psychotic. Oh, and for everyone who's started sending in their own art since Laura came along – and that's a *lot* of you – we're reluctant to turn this place into somewhere they could film Art Attack, so try and curb your creative enthusiasm a notch, eh?



INSURANCE MAIMS

► Dear PSM2

Shocking image of that half-eaten PSP last issue. I can tell Mr McLaughlin we've had claims for smashed and broken PSPs – so friendly advice to him, get the next one insured!

Our protection plan for PSPs costs just £24 for two years and a replacement if the console cannot be fixed. Just call our quoteline on...

Jill Hall, An insurance company that we simply *refuse* to name

We love friendly, money-grabbing, free-advert-grasping advice. We were quite tempted to make this Star Letter just for the sheer cheek of it. How *do* you sleep at night?

CHAMBER POTTER

► Dear PSM2

How come children's games are so awful? I mean, *Harry Potter*. It is the epitome of crap. You run around, zap things with your ickle magic wand, then you have a cut-scene with people that look like broken pieces of Lego held together by superglue, and repeat the walking and zapping. There is absolutely nothing 11-year-olds like myself, or anyone else, could get out of it. The only way I can get a good title is to tell my aunt that *San Andreas* is a racing game (otherwise I would have never had it, and would have been stuck with children's games that are only fit for the toilet).

Richard Beddard, Dudley

Two good points, one inadvertently

KID ROW: *Harry Potter* – no wonder kids get pissed up on WKD if the alternative is this.

GLEE-CAPPING
Can I have a *Fatal Fury* cap as well?
Lots of you, email
14 down, 36 to go. Keep asking, people.

MIND YOUR OWN...
How did you get into this business?
Alec Brown, email
By wearing our shiniest shoes at the job interview.

HELL CENT
How can you say *50 Cent: Bulletproof* is good? Eh?
Barbara Asare, email
We didn't. We gave it 48% and said it's rubbish. Do keep up.

CANNIBAL RUN
I ate my PlayStation 2. It tasted just like human flesh.
Adrian Shaw, email
That's spooky. We once ate human flesh and it tasted exactly like a PlayStation 2.

BIGGER THAN JESUS
Damn you, PSM2. You have more contradictions than the Bible!
Mo, email
Yes, but in many ways, we're probably a better spiritual guide than the Bible. We reckon we could 'have' God, anyway.

LICENCE TEQUILA
Andy, when reviewing a game, lay off the damn tequila.
Grant Barter, email
Andy prefers a lukewarm Babycham and a fig roll.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

GLOVE SHACK: "These are *really* nice gloves. Let me have a sniff... Mmm..."

made. 1) Kid's games are, almost universally, crap. And kids aren't stupid, game-makers. Must do better. 2) Adults might want to check what they're buying their children, before the Daily Mail gets the entire games industry banged in prison.

HITMAN AND URGH

► Dear PSM2

Why is *Hitman* such a successful game? Because it's one of the smartest games ever. The AI is brilliant and recent talk of the enemies following the trails of blood... wow. The coolest thing would be to stick a gun in someone's mouth and interrogate them. And killing Santa puts the icing on the cake!

I think a sweet place for 47 to go to would be a rap party. I mean, dressing up as a rapper and talking 'gangsta', then blasting the brains of some random fat guy while running away from an angry bunch of 'OGs' would be phenomenal!

Andrew Murray, Belfast

You sent this to us on Christmas Day, Andrew. Did you seriously have nothing better to do than this? Turkey? Presents? *Anything?*

HIDEO CASSETTE

► Dear PSM2

Hideo Kojima – I've read that you're depressed. Well listen to this. I'm no critic, but taking laxatives makes you seem crazy. They're orange and look like melted rubber. Depression is a sad stage where you float like a leaf on the wind, but get crumpled up like paper and thrown in the bin by the cleaners. You're giving up, you're not fighting! You're loved like a cute puppy dog – what's so depressing about that, huh?

Barbara, email

Keep your Cheer Up Koj entries coming – we're planning something special with them in a future issue. Well, by 'special' we mean 'potentially a bit odd', but still... keep sending them in regardless. Koj is gonna *love* it. Maybe.

WRITE TO PSM2 WITH:
CHEER UP KOJ CAMPAIGN ENTRIES
LESS DRAWINGS THAN RECENTLY
ONLINE GAMING STORIES

YOUR PLAYSTATION 3 QUESTIONS ANSWERED!

WITH RON KUTARAGI

(the less famous, younger brother of President and CEO of Sony Computer Entertainment, Ken Kutaragi).

THE PRICE OF PROGRESSION

► Dear PSM2,

So tell me this – just how much will PS3 actually cost?

Liam Wootton, Stoke-on-Trent

"I don't know, Liam – but I know a man who does! My ultra-super, smooth-skinned, charismatic and utterly ace big brother Ken. I'll ask him. He's in the other room. Ken! KEN! KEEEENNN!!! HOW MUCH WILL PS3 BE?! Oh. He's got his iPod on. I mean *walkman*. I'll just go and root around his bedroom for clues... right, done that. £400, according to his big sheaf of private notes. Yes, you *could* buy a lot of Sherbert Dib-Dabs for that. Not that I eat a lot of sweets."

MEMORY LOSS

► Dear PSM2,

I personally think the exclusion of a memory card slot is a mistake. Backwards compatibility is a big seller for Sony, and I, like Scott from Leicester (Letters Feb 2006), don't fancy hours replaying games to get my saves back. I have been assuming that PS3 will play PSone games, but where will the lack of a memory card slot leave me in one of my nostalgic playthroughs of *FFVII* or *Silent Hill*, which needed a PSone memory card to save to? In fact, will a PSone game be able to save to the hard drive at all?

Marius Cheek, Devon

"PlayStation 3 will definitely be backwards compatible – Ken can't get enough of his old copy of *Hooters Road Trip* on PSone, so he won't want to stop playing it. He never lets me have a go, though. Ken decided PS3 didn't need a memory card slot, because the machine's circuitry is made up of bits of elephants, and elephants never forget. Well, that's what he told me. And he wouldn't lie to me, I'm his brother."

RELEASE ME

► Dear PSM2,

I, like many others, have been waiting for PS3 to come out, and when I heard the release date I didn't know what to think. Certainly I was quite upset. I have thought of buying a PS2 to keep me busy until then, because I've got enough money to do so, but that's the cash I'm saving for PS3.

Kyle Medlock, email

"Money, as Ken's most favourite ever band Simply Red once sang, is... er... 'If you don't know me by now?' Anyway I asked Ken about your problem, but he was too busy adding up how much money he's going to make when he starts selling PS3 for £500 a pop. I reckon your best bet is go get a PS2 while you're waiting. That and a nice tray of comforting donuts."

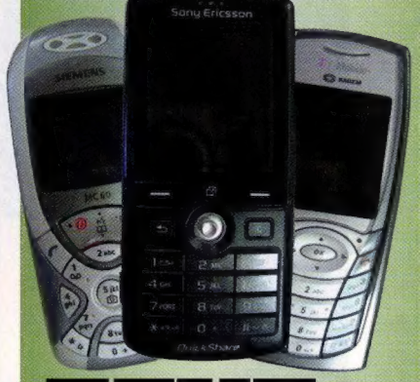
POINTLESS

► Dear Ron,

PS3. I really don't see the point, I'd much rather buy £400 worth of PS2 games than pay £400 for a PS3 and then more cash for games.

Alexander Adams, email

"Ken saw me typing in your comments and shouted at me, telling me not to print such a stupid, stupid letter. I'll forgive him, though, he's stressed by trying to design a PS3 joypad that doesn't look like a bendy sex horseshoe. Until next time. Say 'bye' to the readers, Ken. Ken? Ken, what are you doing with my Care Bears mug? Ken? Please... don't... [smash!] Nooo!!"



TEXT PSM2

Yes! Now you can text your questions and letters to PSM2. No more fiddling with 'paper' and 'pens'. When you want answers, our mobile portal is wide open and waiting. Here's how.

DO THIS NOW! WE'RE WAITING!

It really couldn't be simpler. In the words of George Michael 'We Want Your Texts'... Or something. We've set up not one, but three different lines upon which to reach us. Look. Down there.

TEXT THE TEAM!

First up we want you to ask us a question. Anything! We'll feature your questions and answers in the mag and – we swear by almighty Lorne Lanning himself – that we'll do our best to text you back a reply as soon as poss. The best bit? You only pay for the text once we reply. (Answers to your PlayStation questions will cost you 25p plus your normal TXTing charge).

Start your text PSM2 then a space, then your question. Text the lot to 87103. We'll reply. Honest!

MAKE US LAUGH!

Taken a photo of anything decent recently? Fancy sharing it with the readership of PSM2? We want to see your pictures. Best picture each month wins a booty of games. Pics cost 50p, plus your usual TXTing charge. Just try and keep them vaguely game related eh? No violence or porn thanks. Second thoughts... if you have any hot certified-over-18 female friends or relations that we can hook Andy up with... Or men, come to think of it.

Start your text PSM2PICS then a space, then your message. Enclose you pic and text the lot to 07921 889345. Best pic wins.

VOTE FOR GAMES!

What games do you want to see in PSM2? Which are you most looking forward to? Text us and we'll compile your Most Wanted chart each month. What's more, one entry each month will win the game they vote for. Texts cost 25p plus your usual TXTing charge.

Start your text PSM2VOTE then a space, then the name of the game you want to 87103. Be lucky!

i play. i win. i gloat. i kick back. i catch a movie. i hear some tunes. all thanks to one little card.

Turn your PSP™ (PlayStation® Portable) handheld entertainment device into a fully loaded multimedia machine. How? With a SanDisk® gaming memory card. It gives you the power to play music, view pictures, watch movies and of course save countless game data, all with one little card. Also available for PC gamers — the new Cruzer Crossfire™ USB Flash Drive. It lets you take your game demos, trailers, game saves and casual games with you wherever you go. The Cruzer Crossfire carries music and photos for Xbox 360™ users.

WWW.SANDISK.COM/PSM2UK

Memory Stick PRO Duo™

Cruzer Crossfire™ USB Flash Drive

SanDisk

STORE YOUR WORLD IN OURS™

SanDisk and the SanDisk logo are trademarks of SanDisk Corporation, registered in the US and other countries. See SanDisk.com/usage for additional trademark information. Sony and PSP are trademarks of Sony Corporation. PlayStation and PS3 are registered trademarks of Sony Computer Entertainment Inc. Xbox 360 is a trademark of Microsoft Corporation. Other brand names mentioned herein are for identification purposes only and may be trademarks of their respective holder(s). SanDisk Corporation disclaims any proprietary interest in trademarks and trade names other than its own. 1 megabyte (MB) = 1 million bytes. 1 gigabyte (GB) = 1 billion bytes. Some of the functionality and formatting may be different depending on the host device. Actual storage capacity will be less. Some of the memory is used for formatting and other functions and thus is not available for data storage.

Accelera

SCANDALOUS GOSSIP, INSIDER

WINED AND GRIND: It's all about vast, uninterupted runs where Sonic can show off his legendary speed.

WELL EN-CLOUD: The time of day shifts in a realistic manner. Stand around long enough and...

COMPACT DUSK:... our little friend will be plunged into darkness as the lighting system kicks in..

SONIC BLASTS ONTO PLAYSTATION 3!

Confirmed. Genuine. Actual. Real-time. We could go on and on about the world's first shots of PS3 Sonic. Mmm.

When Sonic made the Leap from the Sega Saturn to the ill-fated Dreamcast, the world sat up and took notice. The new hardware really brought the red-shoed hog to life, with its ground-breaking fresh power turning our hero 3D. But ever since then, Sega have been tinkering with *Sonic*'s platforming recipe and – if we're honest – ham-strung his appeal. Let's not even talk about *Shadow The Hedgehog*... But all this is about to change. Sonic is [illegible] to jump onto PS3, with old mucker Yuji Naka resuming the controls.

"We've gone back to our roots to recapture the attitude and speed that originally made Sonic a legend," Mr Naka told us. And if this means that *Sonic* will be as accessible and entertaining as it used to be, then we want some. Just look at the shots. In stills it looks amazing but that's before you've seen old spikey making every blade of long grass quiver as he hurtles through a field. And the breath-taking pace doesn't drop as he burst through gun-toting enemies and up and around walls with his famous off-the-scale speed.

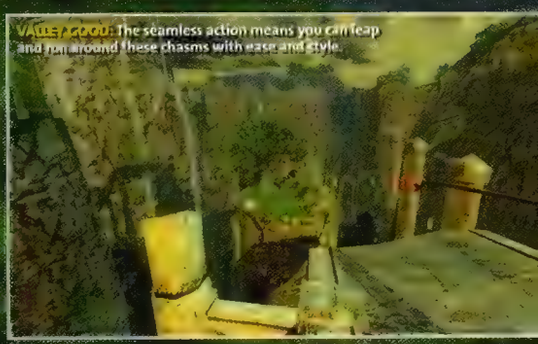
You add that "the sense of speed will be unparalleled thanks to the power of the next-gen processors". A faster *Sonic* game than ever before? It's got the brains to make it beautiful.

PS4 RECKONS *It's going to make your eyes bleed – but in a nice way. It's the quickest Sonic yet, and that alone should make this a joy to play. Add in amazing 'right to the horizon' detailed environments [illegible] a stunner.*

"THE FASTEST SONIC THE HEDGEHOG YET? IT'LL MAKE YOUR EYES BLEED – BUT IN A NICE WAY"

STATUE 'LL PAY FOR THAT: The smashable scenery means you'll be blasting through the world leaving a right royal mess behind you.

SPRING IN HS STEP: Sonic can use the huge pinball-like bumpers to fly upto high levels.



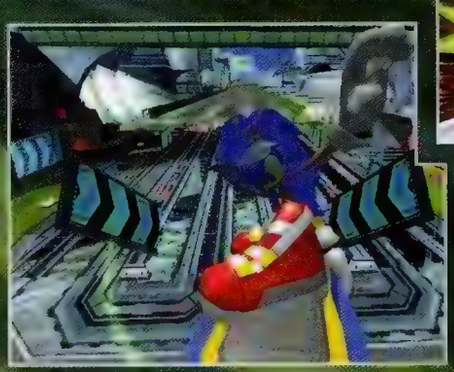
VALUE FOR GO: The seamless action means you can leap and run around these chasms with ease and style.

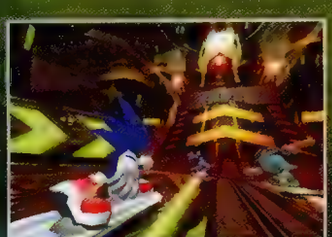
THE RED BARREN: Hold on to your eyeballs. This an exclusive shot. You won't see it anywhere else but here. Hmm...

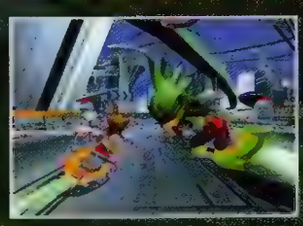
PLUS! SONIC RIDERS ON PS2

It's a *Sonic* racing game! Oh, don't look like that...

But hold on – Sonic isn't finished on PS2 just yet. The prickly blue fella and his chums are going – hold us back – airboard racing. You'll be able to whizz through varying venues, ranging from ancient ruins to traffic-packed cities. There's plenty of speed on display, and it's bright toybox visuals certainly looks the part. Add in aerial moves and you've got a cross between Nintendo classic *F-Zero* and *SSX Tricky*. We'll have the review next month, when we'll see if it's got the game to match the velocity.







WHY NEXT-GEN FIGHT NIGHT IS A KNOCKOUT

We've seen the next *Fight Night* in action... and we're still reeling. Here's why...

BAYING CROWD: From the straightforward 'Knock him out!' to the bloodthirsty cries of 'Break his nose!' the audience are more vocal than ever. They add to the already intense atmosphere perfectly.

BOUNCE OFF THE ROPES: The ring ropes are no longer used to just box you into the fight arena. You can now lean against them to evade an onslaught from your opponent. Just like Ali in his famous Rumble In The Jungle bout.

NO HUD: Look. No energy bars. You've got to watch an opponent's facial expressions and lumbering body language to gauge when they're fatigued. Then it's time to unleash a flurry of punches to lay him out.

PHOTO REALISTIC FIGHTERS: Stare hard enough and you can make out the individual freckles and skin folds. Lush. The boxers react realistically, huffing and puffing when tired and grit their teeth in anger as they wind up a haymaker. Hell, they even drop their hands when they're completely knackered.

BOK!

GRRRRR

NEW ILLEGAL MOVE: There's no way we'd condone a cheeky knee to the sack in order to swing a fight your way – but needs must and all that. You've still got the classic elbow and head-butt 'equalisers', mind. But sticking a stiff leg into your opponent's family jewels is strangely satisfying.

BOX TO YOUR STRENGTHS: You've never played a fighting game as technical as this. Fact. Ali may be able to sting with flash punches as he dances around the ring, but if he gets inside a brawler like Joe Frazier, he won't stand a chance with his slow but powerful shots.

KNOCKOUTS: Of course boxing is all about knocking a man out, and *FN3* gives you enough varied ways to do it. No longer is the repetitive mini-game or über-punch required to settle a fight. Now you can dish out a quick counter-punch to send them crashing. See Rage mode for more.

RAGE MODE: A mini-game in the middle of a fight? Don't worry, it actually works. Wind up a special EA Haymaker™ (even more powerful than last time) and catch your foe sweet, and you'll go into FPS mode. Your opponent can only block as you throw huge punches to finish them off. Brilliant.

By now you've probably gawped, goggle-eyed at these amazingly realistic screens for EA's *Fight Night: Round 3*.

It's easy to raise a doubting eyebrow over shots that show every pore of the skin and every bead of sweat in 'squint-and-it's-real' hi-res. The finished product can't look like that? Can it. Well, from our look at the game, we're delighted to report that yes, those screens are no fakes. *Fight Night* next-gen is the best-looking game we've seen. Here's why:

PSM REckons *This is certainly setting a benchmark for quality on PS3. Not just for sport sims but for every game striving for that realistic edge. And they've still* months *to work on it...*

PLAYSTATION 3

RUMOUR CONTROL

There are all manner of PS3 rumours posing as fact. We do a little digging to separate fact from fiction.

1 XBOX 360 IS BETTER THAN PS3

RUMOUR: "I've spoken with people who are on the technical side of PS3, and with people who are on the tech side of Xbox 360," claims Sony Online Entertainment artist Josh Robinson, "and the consistent comment I'm hearing is Xbox 360 is better. They are saying it is capable of doing more." These comments were allegedly made by Josh on the www.downinfront.tv forums a few weeks ago. Josh definitely works at SOE, and worked on a behind closed doors PS3 demo shown at E3 2005, and is now working on a secret launch game.

PSM2 RECKONS: Josh might work at SOE, but there's no way to *prove* he made the comments. Even if they were true, it might be hearsay to rock the boat, or a form of showing his anger at his employers for a previous wrong. If the comments *are* true, it might simply be a case that Xbox 360 is easier to program for, and developers have had more time to get to grips with it.

RUMOUR RATING: 5/10

2 PS3 IS BETTER THAN XBOX 360

RUMOUR: "PS3 will have a bit more peak power," claims id software legend John Carmack, the brains behind *Doom* and *Quake*, but admits his 'preference' is for the Xbox 360's CPU design. Carmack thinks it will be easier to exploit the power of 360, thanks to the ease of development. Conversely, developers Guerilla (of *Killzone* fame) recently claimed that PS3 was much easier to program for than PS2, and they were having no problems with PS3. Please note: they've recently been bought by Sony, so make of that what you will.

PSM2 RECKONS: Sounds fair enough, but it's early days for the PS3 development tools, so it'll get easier to program. Bare in mind he's a 100% yankee-doodle developer with a PC background, so the Microsoft plug makes a little bit more sense, too.

RUMOUR RATING 6/10

3 SONY WILL CONFIRM GLOBAL RELEASE DATES IN MARCH 2005

RUMOUR: Sony are holding a conference called Destination PlayStation in Miami from February 27th to March 3rd, where they'll be discussing their plans and challenges for 2006. This comes only a few days after a Playstation Expo event planned in Japan. We'll be there...

PSM2 RECKONS: Well, we were bluffed out on CES, but if Sony are going to launch PS3 in Japan before Spring 2006 (their confirmed intent since E3), they *have* to say something now(ish), and late February sounds ideal. What'll they confirm? Japanese release date, price and launch games, with a rough date for the US. The UK? We'll have to wait until E3 at the earliest for anything on that score.

RUMOUR RATING: 9/10

4 PS3 WILL BE £500

RUMOUR: PlayStation guru Ken Kutaragi already warned that PS3 will be 'expensive' at a 2005 corporate meeting, but, "Sony could now consider launching its PS3 at a price range of $399 to $499," according to American Technology Research's PJ McNealy.

PSM2 RECKONS: Possibly true, given that PS3 contains a state-of-the-art Blu-Ray player (being sold by Pioneer as a standalone product for $1800), plus the complex Cell chip and killer Nvidia RSX graphics processor chips. Sony would still be taking a massive hit on the machine at $500, so given the traditional 1:1 ratio between UK and US launch prices, expect to pay as much as £400 for your PS3 (maybe even £449). Ouch. On the flip side, we paid £400 for a Sega Saturn over ten years ago...

RUMOUR RATING: 7/10

5 PS3 WILL LAUNCH IN THE UNITED KINGDOM IN 2007

RUMOUR: PS3 will launch in Japan this summer, in the US in November and the UK in... 2007. This is latest prediction from Playcrest Securities analyst Even Wilson, in a recent report in Marketwatch. Most intriguingly, Wilson suggest PS3 will launch with one million units in Japan, with similar volumes in the US, and the same for the UK. This is at odds with Pioneer VP Andy Parson's estimates, who claims four-to-seven million PS3s will ship globally in 2006. This would also concur with the comments of Ubisoft boss Yves Guillemot, who expected PS3 to launch in the UK this November, claiming there was 'no way' Sony would let Microsoft have another Christmas unopposed. Ken Kutaragi recently claimed "I can produce PS3 anytime. We are in a position to put pressure on others." Hmmm.

PSM2 RECKONS: Sony are desperately tight-lipped – we're almost sick of ringing – but after chatting with other publishers (who all claim to be in the dark), they're all provisionally shooting for a pre-Christmas UK release. Our informed guess? Late November/early December, with stock shortages to make an Xbox 360 owner blush.

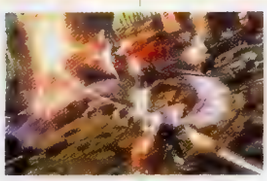
RUMOUR RATING: 4/10

6 SONY HAVE CONFIRMED SIX GAMES FOR PS3 LAUNCH

RUMOUR: Sony Japan's website recently listed six PS3 launch games on their 'upcoming release' radar: *Genji 2* (Action), *Angel Rings* (RPG), *Monster Carnival* (Action RPG), *Everybody's Golf 5* (Sport), *Gran Turismo Series* (Racing) and *The Eye Of Judgement* (Genre TBA). The games were later removed from the site, sending the internet news forums into a speculation frenzy. Not that it's difficult to make them do *that*...

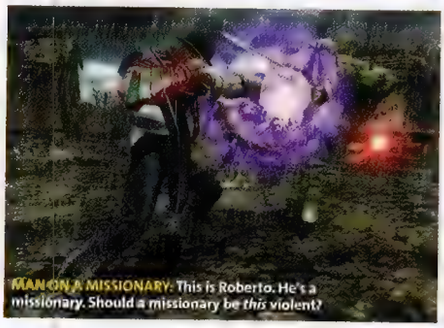
PSM2 RECKONS: Half the games have already been shown at E3, and the rest at TGS, while the RPG-heavy content hints at a potential Japanese launch list. We'll be amazed if *Gran Turismo* makes the Japanese launch, mind, given its long tradition of slippage. This is only confirmation these games are on the way, not that they'll be launch games.

RUMOUR RATING: 7/10



RUMBLE DRIER: As ever, there'll be stupid amounts of characters on-screen at once.

SWITCH IT A SWITCH: You'll be able to flip between two characters at will.


MAN ON A MISSIONARY: This is Roberto. He's a missionary. Should a missionary be *this* violent?

Developer: Capcom ■ Publisher: Capcom ■ ETA: March

A NEW DAWN

Not dreams, but reality: *Onimusha: Dawn Of Dreams* is so close, we can smell it. And it smells real sweet...

Remember how astonished you were near the start of *God of War* when Ares strolled past in the background, about three screens tall? Top Japanese Capcom developer Mr Ono and the team behind *Onimusha: Dawn Of Dreams* certainly do. Approximately six seconds into *Dawn of Dreams*, a giant man strolls past in the background, about three screens tall. And then you kick his face in. Now if that's not the perfect start to any game we don't know what is.

Dawn Of Dreams, then: officially not *Onimusha 4*, according to Capcom, for they think if newcomers see this as a fourth episode, they won't want to play it 'cos they won't know what's happened in the past. This despite the fact that each of the five main characters (Soki the samurai, Jubei the swordfighter, Tenkai (who's very violent for a monk), Roberto (who's very violent for a missionary) and Ohatsu, who's – shudder – a 'cool' and 'streetwise' girl with a gun is inextricably linked to past *Onimusha* characters in some way. No matter.

The biggest difference this time around is that you'll often have two characters on-screen at once, can swap between them with a jab of L2, and dispense orders to the one you're not playing as via the D-pad. There'll be 100 different weapons, the ability to buy solutions to puzzles, each characters' different skills will allow access to areas the others can't reach, and the whole thing clocks in at a staggering 40 hours long.

PSM RECKONS *It's Onimusha. Only more so. It'll be great. We're not sure it'll be quite as good as Onimusha 3, if we're honest, but it should still be rather special.*

FROM THE HORSE'S MOUTH

What Mr Ono said to us... and what we think he means.

He says: "This is a new chapter for *Onimusha* fans, so we didn't want to call it *Onimusha 4*."
He means: This is *Onimusha 4*.

He says: "After the final battle, there will be a huge event that will surprise you."
He means: But I'm not going to spoon-feed you stories by saying what it is. You're going to have to play it.

He says: "Network play may be possible in the future."
He means: Hopefully, just that. *Onimusha* PS3? Online play? Yes, please.

He says: "A PSP version is quite possible, but there's nothing in the pipeline."
He means: Christ, I've just finished making this one. Gimme a break, already!

Accelerator extra

Tiny last-minute shots of BIG importance

KARAOKE STAGE 2

Fancy warbling your heart out to Bon Jovi's Always? Or shaking your ass to Beyonce's Crazy in Love? Well now you can with *Karaoke Stage 2*. The *Singstar* rival boasts fifty new tracks to sing along to and don't forget it's better-than-*Singstar* pitch-tracking system

BUZZ: THE BIG QUIZ

Following the first game's big Christmas success (see story opposite) the next instalment of the *Buzz* series is *The Big Quiz* featuring video clips, pictures and sounds as it tests your music, sport, general knowledge and film skills. This game will run and run.

RAMPAGE: TOTAL DESTRUCTION

George, Lizzie and Ralph return to their destructive ways in this update. You'll be able to crush buildings, eat people and <yawn> generally cause mischief as giant monsters. There's a two-player mode too. Does anyone even care about this any more?

SHIN MEGAMI TENSEI: DIGITAL DEVIL SAGA

The Japanese know a thing or two about decent RPGs and they absolutely love this futuristic adventure. It's sold like hot rice cakes in the Far East, mostly due to it's incredibly in-depth story and 50 hours of gaming. Full review next month.

ACE COMBAT ZERO: THE BELKAN WARS

The sixth episode in this dog-fighting series is set to deliver a branching story structure that maps your progress. As you can see from the shot above, the looks remain top class. Let's just hope they include a multi-player mode this time around, eh?

THE BIGGEST GAMES OF 2005: REVEALED

FIFA tops the lot (again), *PES5* does well and crap games sell like hot cakes. Where's *Resi 4*? Or *God of War?* Warning: harsh reality ahead.

FIFA *06* was the year's biggest selling game (over 700,000 copies sold), but the real story was *PES5* (actually outselling *FIFA* on PS2 at one point, and managing over 570,000 sales overall), and the *relatively* disappointing sales of brilliant titles like *MGS3: Snake Eater* (a respectable 250,000+ sales), *Resi 4* (130,000+) and *God Of War* (70,000+, and outsold by meh-ware like *Fantastic Four, Charlie And The Chocolate Factory* and *Juiced*). The saddest, but least surprising news, was the absolutely rubbish *50 Cent* out-selling original games like *Gun, The Warriors* and *Destroy All Humans.*

Other original, good, games that underperformed were perhaps suffering from a 'identity crisis' (like *Cold Winter*, the 211th best seller with 22,000+ sales, or *Project: Snowblind* in 235th). Perhaps they needed to define their character more clearly so people could associate with it (like Snake in *MGS*), or play clearly on one key attribute to differentiate it from other games in the genre (like *Black* with its emphasis on 'destruction').

"RESI 4 AND GOD OF WAR WERE BOTH OUTSOLD BY MEH-WARE LIKE JUICED"

PSM RECKONS *With PS2 in its golden twilight and no 'proper' GTA game, it's no surprise that big brands, licenses and sequels dominated. Fans of original games shouldn't despair – Sony's innovative Buzz was the 21st biggest selling game (over 200,000 sold), out-performing 'safe' brands like* True Crime: NYC, Burnout Revenge *and* Prince Of Persia. *How? By producing an original concept that everyone can relate to (a game show), with a practical innovation (hand buzzer peripheral), supported by brave marketing (bold packaging, strong TV advertising). It wasn't all roses for EA, either – the quite good, but history-tampering* From Russia With Love *was only the 58th biggest-seller (100, 000+). Why? We're guessing: 1) 'Brand damage' – after* Rogue Agent *the year before, people were wary of a turkey. 2) The age of the license – how many 17 year-olds have seen* FRWL*? 3) Tampering – older* FRWL *fans (like us) were appalled at a rocket-launching jetpack above Big Ben. 4) It was a compromise – an older game tweaked to appeal to young people. It shows that even brand masters EA are vulnerable, and need to listen to gamers.*

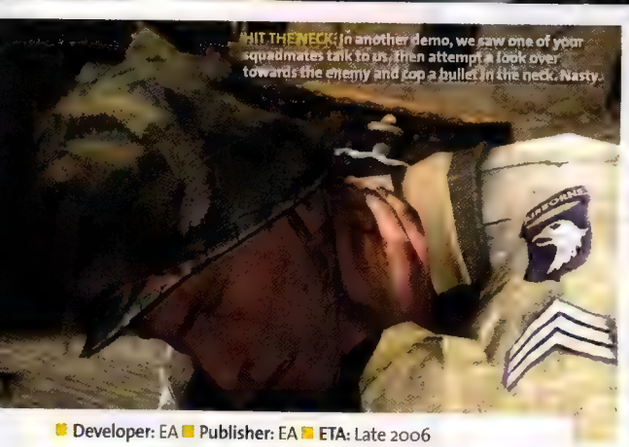
WOULD THIS BE THE BEST SELLING GAME EVER?

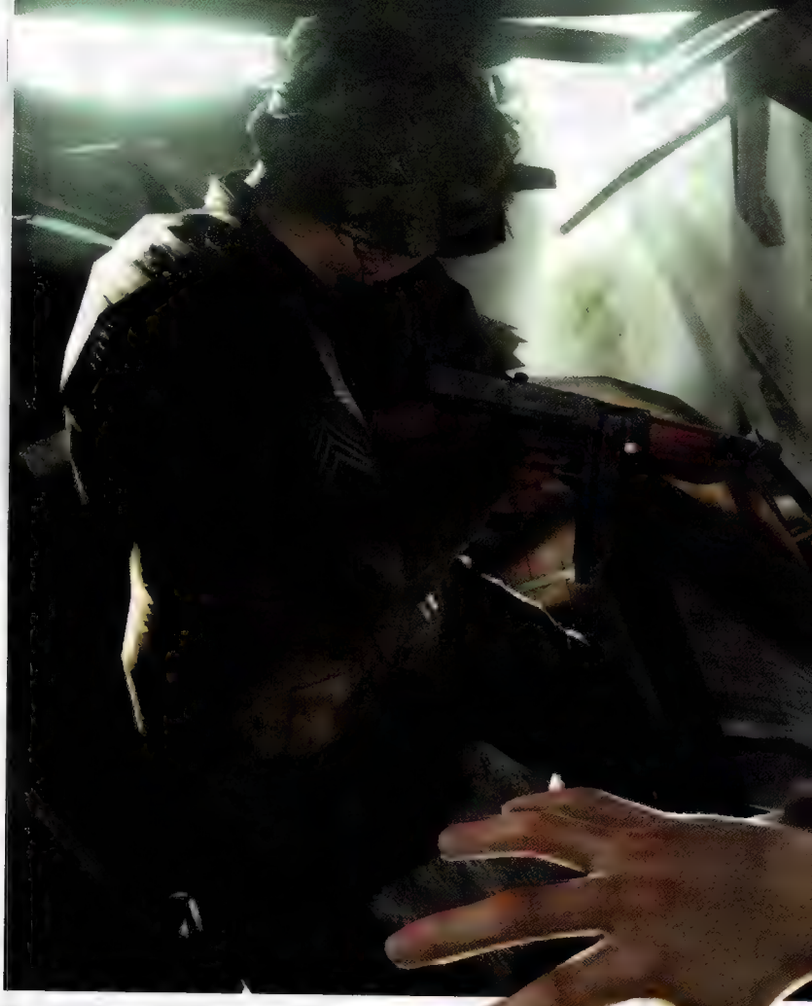
Publishers! This idea's a billion-seller, guaranteed. Possibly.

Using science, we've distilled the essence of a top ten selling game. Ready? Here goes: It'd be a) licensed (five out of the top ten games were licensed), b) a football game, c) based on Star Wars (three games in top ten were), d) preferably a sequel (six out of ten games were sequels) and e) one that scores 77% in PSM2 (the average score of the top ten games). So, consulting PSM2's 'Brand-u-miser' Naming Robot™, that makes this year's biggest game *Star Wars Street Lego Football 2*. Go on, Crudsoft, that's one's on us. And you can even put "The best Star Wars football game yet!" on the pack shot, with the number 77 nice and big.

AND THE WORST?

Using the 290th to 300th 'best' selling games of the year, we reckon the worst selling game ever would be *The Nightmare Before 187: Big Mutha Pinball 2K5*, a licensed urban pinball game, with trucking minigames, based on a screenplay by Tim Burton.


HIT THE NECK: In another demo, we saw one of your squadmates talk to us, then attempt a look over towards the enemy and cop a bullet in the neck. Nasty.



Developer: EA ■ Publisher: EA ■ ETA: Late 2006

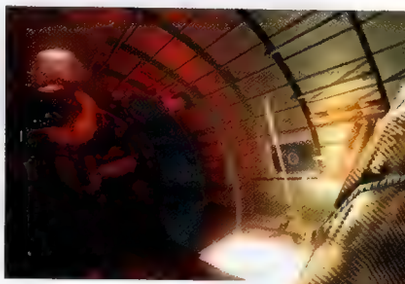
MEDAL OF HONOR: AIRBORNE

Jump from a plane, fly into a huge open battlefield and fight your way to safety alongside and against the most realistic in-game characters we've ever seen.

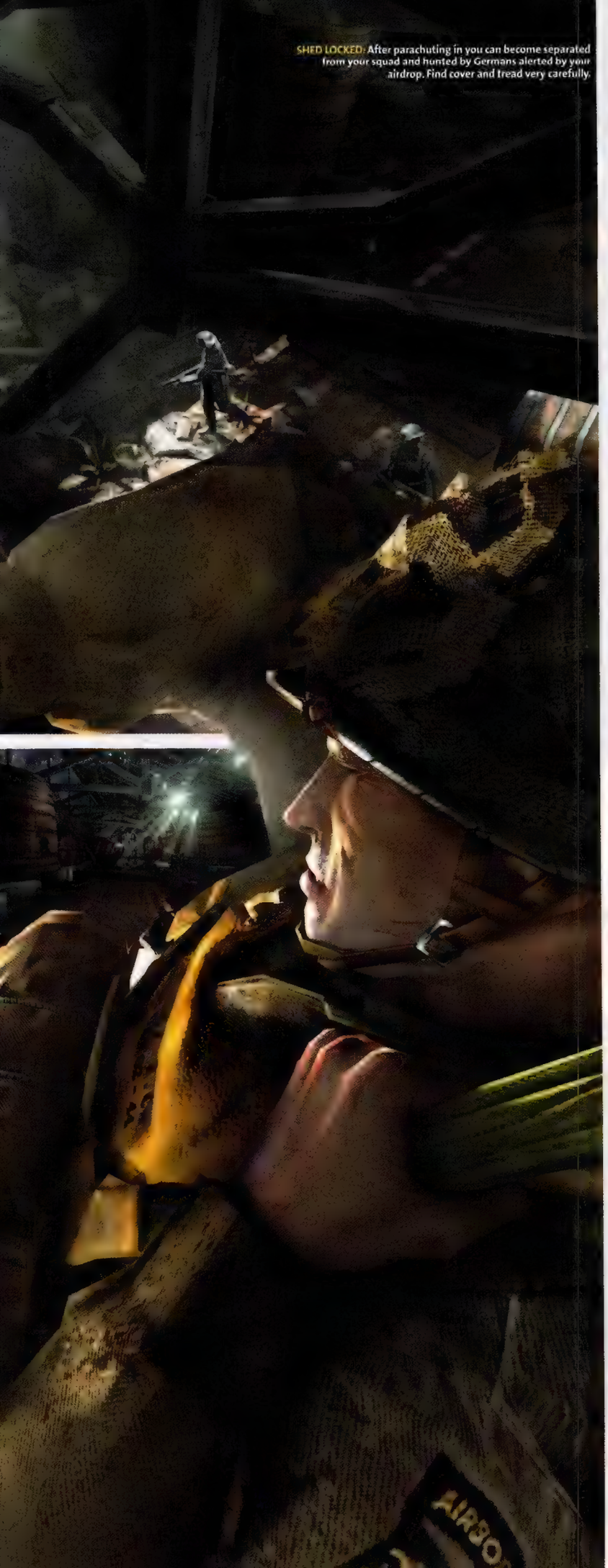
We've seen *Medal Of Honor* on PlayStation 3 and it looks brilliant. That's the short version of a day spent behind EA's ring of steel looking at experimental footage of EA's stunning PlayStation 3 engine in action. Their first use of this incredible power? A next-gen version of *Medal Of Honor,* and the full weight of PS3 is being used to create not only the battlefield but the skies above it too.

Medal Of Honor: Airborne follows the story of the American parachute division that turned the tide of World War II by chasing the Germans back into Germany. The clever bit? Each level begins high above the action in a plane. We look around and see the faces of our frightened squadmates who one by one take the long walk to the open door. Far below we can see the open fields of France and, at a moment of our choosing, bravely leap into nothing... And begin dropping like a stone. Our 'chute opens and snaps us upright, allowing us to look down past our dangling feet at the ground growing larger below us. Shall we aim for the fields, for a quiet (but lonely) entry into the game or go for the bright lights off to the right? Yanking on our chute we steer towards what turns out to be a small village, the village square and church surrounded by searchlights growing in detail with every passing millisecond. All too soon it's too late to chicken out. The church spire is looming closer, filling the screen... and... SMACK! We land heavily on its shiny tiled side and fight to find our footing. It's no good. We see our feet and hands flail around looking for grip but the tiles break away at our touch. We're sliding to our doom as the Germans in the square below shout and run in the moonlight. This is it. We're going to die. Lucky break. Our 'chute snags on the spire just as we begin falling. It jerks us to a halt and – SMECK! – swings us through a stained-glass window that shatters into thousands of pieces. By now Fritzy has got a bead on us and we can see the searchlights turning and five or six Germans open fire. ZING ZING ZING! Bullets land around us and a siren begins to scream. Our hand searches our belt and pulls out our rifle. A few well placed potshots take out a couple of guards as we dangle but we're too visible up here. We look down again and find a knife. Looking up we cut the cords holding us prone and drop the last 15 feet to the ground. OOF! Just a couple of guards to go. Their bullets sping and spang around us, debris and sparks flying up from every impact with the shiny wet cobbles. A few more shots and... what was that? We look up and the last thing we see is the damaged spire of the church falling towards us. SPLAT!... Retry Y/N? *Phew.*

"TOO LATE TO CHICKEN OUT. THE CHURCH SPIRE FILLS THE SCREEN AND..."



PSM RECKONS *That's what we saw and these screens don't convey the half of it. If this is what EA can do with PS3 then everyone else had better look out. We're talking lighting, hi-res detail and amazing character animation throughout. Lots more on MOH: Airborne in PSM2 soon.*


SHED LOCKED: After parachuting in you can become separated from your squad and hunted by Germans alerted by your airdrop. Find cover and tread very carefully.

STREET FIGHTER ALPHA 3 MAX™

ANY WHERE.

ON PSP.™

New characters - New challenges
New moves - Wireless tournaments

IT'S FIGHT TIME!

CAPCOM
capcom-europe.com

PlayStation Portable

QSOUND

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. ©Sony Computer Entertainment Inc. All rights reserved. "PlayStation" and "PSP" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

GTA: LIBERTY CITY STORIES ON PS2?

New *GTA* on PS2! That depends on how much Rockstar can tweak and improve Liberty City.

Take 2's yearly financial report and its plans for this year have been revealed. And they say that *GTA: Liberty City Stories* will be coming to PS2. Well, it says "a current generation console", but Rockstar tell us that it *is* PS2 bound.

It could be one of two things. It could be a direct (though souped-up) port of the PSP game, or it's a brand new set of 'Stories' for another character. We think the game will follow in early years before the events of *San Andreas*.

PSM RECKONS *Whatever it is they have to change the city significantly. We cannot run around LC again – we know every shortcut, alleyway, nook, cranny and sidestreet. We need something new. Badass. Maybe*

"LIBERTY CITY MUST CHANGE SIGNIFICANTLY"

Would Rockstar really [illegible] copy of LCS on us? We seriously doubt it. [illegible] the special DVD that came with the [illegible] The Introduction [illegible] it followed CJ's exploits [illegible] Liberty City. Maybe [illegible] Why can't [illegible] it to [illegible] it in another time period? And not just ten years earlier – we mean the future, or the distant past. Just something different. In

"The most original game on PS2"
PSW 8/10

www.gettingup.com

© 2005 ATARI Europe SASU. All Rights Reserved. Manufactured and Marketed by Atari Europe SASU © 2005 Atari, Inc. All Rights Reserved. © 2005 Ecko Unltd, Inc. ECKO LTD "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their respective owners. Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

vodafone

mobile by glu

WHAT CAN WE LOOK FORWARD TO?

Liberty City looks great on PSP but imagine it with San Andreas power under the hood

TIME FOR A CHANGE

We love *GTA* to bits, but there some things *really* need fixing. Here are our pet peeves.

- Enough with the timed missions already. Checkpoint races are *not* fun. Never have been. So stop.
- Mid-mission checkpoints would help considering how random deaths can be in a *GTA* game.
- Ditch the deathly boring ambulance/vigilante/fire missions. They've been in every *GTA* since *GTA3*.
- Mission variety on par with *San Andreas*. *LCS* had far too many 'courier'-type missions.
- Improved combat. Not tweaked or *slightly* improved – a *whole new* targeting system. *Please*.
- Make it easier. No really. *LCS* sometimes marks the point where 'challenging' becomes merely 'frustrating'.

OUT 17.02.06

MARC ECKŌ'S getting up
CONTENTS UNDER PRESSURE

EVERY REVOLUTION STARTS WITH A MESSAGE

16+ www.pegi.info

PC DVD ROM

XBOX

PlayStation.2

the collective

*eckō unltd.

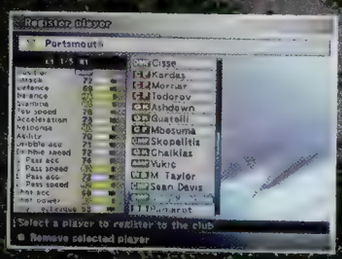
ATARI

HOW TO...

GET 100% ACCURATE PES5 TEAMS

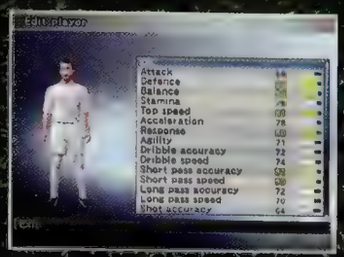
Here's how to move players between clubs, and create 'new' signings like Theo Walcott...

1) Unless you've tinkered with the Edit mode, or downloaded a 'hacked' Option File from a fan site like www.pesfan.com (sadly, these files were recently removed from the site at EA's request (they own the licenses for *FIFA*) then your copy of *PES5* will feature incorrect squad lists. Don't worry – here's how to put them right, correct (at the time of going to press).

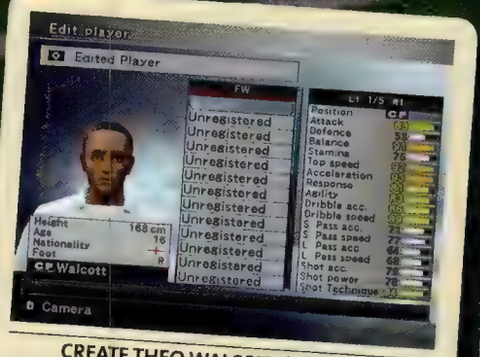


2) From the main menu, dip into Edit mode. Go to Register Player>Club/International and choose the team you want to transfer the player from. Click on the player (with ⊗) and then choose the team you team you want to transfer him to. That's it. A list of January transfers, plus where to find each player is on the right.

3) Go back to the Edit menu and choose Edit Team. You can now alter each team's formation so the new signing is in the starting line up (e.g. Evra starts at LB for Man Red/ Manchester United). You can also alter player's shirt numbers in the Edit Player Number menu.



4) If the player you're looking for isn't in *PES5* (e.g Daniel Agger), you can create them in the Edit Menu, and Register them as usual (they'll be in the Created Players section of the teams menu). Note: Some smaller European clubs aren't in the game, but their players may already exist in a *PES5* national team (eg GK Niemi from Finland). See right for details.



CREATE THEO WALCOTT (ARSENAL)

PLAYERS DETAILS
AGE: 16
FOOT: Right
POSITION: AMF, CF, WF
NATIONALITY: English

PLAYERS STATS
SPEED: 93
ACCELERATION: 90
BALANCE: 85
TECHNIQUE: 87
SPECIAL ABILITY: Dribbling, Reaction, Lines

BUILD FACE
SKIN COLOUR: 3
BROWS: 17/2/+1
EYES: 16/+1/-2/+1/2/Black 1
NOSE: 5/0/0
CHEEKS: 2
MOUTH: 1/-2/-1/0
JAW: 2/-2/0
HAIRSTYLE: Curly 2/Shape 1/ Front 6

CREATE DANIEL AGGER (LIVERPOOL)

PLAYERS DETAILS
AGE: 21/HEIGHT: 191cm
FOOT: Left
POSITION: CB, CWP, SB
NATIONALITY: Danish

PLAYERS STATS
SPEED: 82
AGGRESSION: 85
BALANCE: 83
HEADER: 86
JUMP: 77
TEAMWORK: 81

BUILD FACE
SKIN COLOUR: 1
HEAD HEIGHT: +7
HEAD WIDTH: +1
OVERALL POSITION: -2
BROWS: 27/-3/-1/-3
EYES: 21/0/-1/+1/+3/1/ Brown/2
NOSE: 7/+3/0
CHEEKS: 5/+1
MOUTH: 7/+1/+2
JAW: 3/-1/+2
HAIRSTYLE: Special/213
HAIR COLOUR: Pattern/10
FACIAL HAIR: None
BODY TYPE/EDIT/Neck length/+7

TRANSFER WINDOW: COMPLETE LIST

Here's every big move during the January transfer window plus where to find players to move them between clubs.

NOTE: We've used the correct team names (so Manchester United are Man Red), but there's a full list of *PES5*/real life names below to make things easier. Go to Edit>Edit Team to change team names manually.

* = Player does not exist in *PES5* and needs to be created manually.
# = Player's new club is not in *PES5*, so player needs to be removed from the squad list (press ⓞ). The player will move into the Unregistered Players pool.

DAVID THOMPSON [Blackburn - Wigan]
NEIL MELLOR [Liverpool - Wigan]
THEO WALCOTT [Southampton - Arsenal] *
ALAN STUBBS [Sunderland - Everton]
DEAN ASHTON [Norwich - West Ham] *
MARCUS BENT [Everton - Charlton]
MARK WILSON [Dundee United - Celtic] *
VASIRIKI ABOU DIABY [Auxerre - Arsenal]
EMMANUEL ADEBAYOR [Monaco - Arsenal]

RICARDO BATISTA [Fulham - MK Dons]
MATT JANSEN [Blackburn - Bolton]
WALTER PANDIANI [Birmingham - Espanyol]
KASPER SCHMEICHEL [Man City - Darlington] #
DAN AGGER [Brondby - Liverpool] *
GARRY FLITCROFT [Blackburn - Sheffield Utd]
DAVID MARTIN [MK Dons - Liverpool] *
SEAN DAVIS [Tottenham - Portsmouth]
PEDRO MENDES [Tottenham - Portsmouth]

JAMIE O'HARA [Tottenham - Chesterfield] #
NOE PAMAROT [Tottenham - Portsmouth]
BENJANI MWARUWARI [Auxerre - Portsmouth]
EMMANUEL OLISADEBE [Panathinaikos - Portsmouth]
DAN SMITH [Sunderland - Huddersfield] #
PATRICE EVRA [Monaco - Man Utd]
NEMANJA VIDIC [Serbia and Montenegro - Man Utd]
MADS TIMM [Manchester United - Walsall] #
LIAM MILLER [Man Utd - Leeds Utd] #

CHRIS EAGLES [Man United - Watford] #
SYLVAN EBANKS-Blake [Man Utd - Royal Antwerp] *
DANIEL SIMPSON [Man Utd - Royal Antwerp] #
ANTTI NIEMI [Finland - Fulham]
TONY WARNER [Cardiff - Fulham] *
STEVE WATT [Chelsea - Swansea] *
DAVID BELLION [Man Utd - Nice]
SEAN DOHERTY [ADO Den Haag - Port Vale] #
ASA HALL [Birmingham - Boston] #
STEFAN POSTMA [Aston Villa - Wolves]
TONY STOKES [West Ham - Rushden & D] #
CHRIS SUTTON [Celtic - Birmingham]
ALBERT RIERA [Espanyol - Manchester City]
JOSEMI [Liverpool - Villarreal]
JAN KROMKAMP [Villarreal - Liverpool]
MANICHE [Portugal - Chelsea]
LAURENT ROBERT [Newcastle - Benfica]
JOHN WELSH [Liverpool - Hull] #
GAVIN WILLIAMS [West Ham - Ipswich] #
SIMON ELLIOTT [Columbus Crew - Fulham] *
YANIV KATAN [Maccabi Haifa - West Ham] *

PLAY PSM2 ONLINE!

Well, none of you could beat us last time, so we're extending our offer. Smash PSM2 at *Pro Evo 5* on February 27th and win a game.

We'd just finished our shortest deadline of the year (one week less than usual), worked two consecutive 15 hour days (on a diet of mince pies and machine coffee) and had our sanity eroded by Dan D's 'special' Christmas play list (Slade on a continuous loop), but still NONE of you could beat us on *PES5*. Yes, NO-ONE. In fairness, one chap was beating us 3-1 with ten minutes to go, but even he folded like a beermat as PSM2 roared back to scrape a 3-3 draw – causing Deputy Ed Dan D to jump ten feet across the office while Writer Nathan swore loud enough to make Australian sailors cry. In all seriousness, we lucked out a few draws, and apologies to all those who tried to find us online, but couldn't. We're simplifying things for our next session, so follow the instructions below to challenge PSM2 and win a game. Be warned. We are absolutely brilliant at *PES5* and cannot and will not be beaten. *(Christ. Are we sure about doing this?)*

1) What you need: A copy of *PES5*, PS2 Network Adapter, active Broadband account and a PS2.
2) Set up your *PES* online account (see the game's manual).
3) Go online on February 27th between 12-2pm (ish). We may play longer.
4) We'll be in one of the Free Lobby servers (we'll put a message out to say where), and will create our own room called 'Play PSM2 Here'. Our team name is 'PSM2United' if you want to contact us directly.
5) If you beat us, send your name, your address, the game's score and your online 'handle' to psm2@futurenet.co.uk (or we'll sort it out in private chat online), and we'll send you out a prize (probably a game). We'll have a keyboard for a 'chat', too. But don't call our mothers' names. We don't like that.

THESE MEN MUST BE STOPPED!

!!
GET READY FOR SOME CHINESE TAKE-OUT!!!
Xtreme Legends
DYNASTY WARRIORS 5
FEBRUARY
£24.99
PlayStation 2
Produced by Omega Force
12+
www.pegi.info
DWS REMIX!
Play 5XL by itself or intensify Dynasty Warriors 5 with new 5XL features.
Dynasty Warriors 5 sold separately.
Dynasty Warriors, Xtreme Legends and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2005-2006 All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc/Dolby", "Pro Logic" and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.
DOLBY DIGITAL Pro Logic II
koei
www.koei.co.uk

PS3 POWER-SLAM!

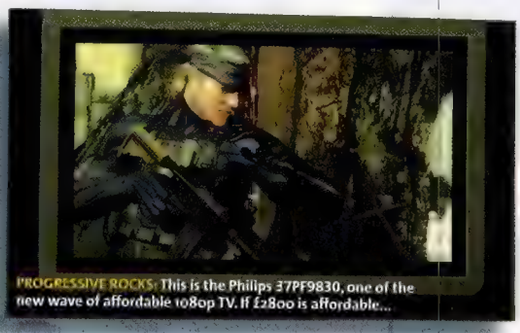
Ten reasons why PS3 beats Xbox 360 into a bloody pulp.

First, let's get one thing straight. We're not in the business of bashing 'the enemy' here on PSM2. We're not going to pretend that Xbox 360 doesn't exist and that there aren't any decent games for it. What we've seen so far looks pretty good. Hell, Milf even bought one. But the fact is that what we've seen of PS3 makes 360 look in need of a power-up. The real next level is on the way and it's got Sony written all over it. Here's why:

1) PROPER HD SUPPORT

PlayStation 3 features an HDMI output; A proper digital output that plugs into the digital input on your brand new HDTV. In fact, it's a requirement of the HD rules that for TV to carry that 'HD Ready' badge you see bandied around Dixons it has to have a digital input. That's a digital input that Xbox 360 doesn't support.

Why is this important? Well, it means that even if you use the 'HD' lead with your 360 you're still only able to connect to the component inputs at best. These multi-socketed inputs are still analogue – little better than your RGB SCART lead, in fact – and your HDTV then *projects* this image across your HD screen. 360 on HD looks better than normal TV because your TV then spreads this picture over more pixels. Fair enough. However, PlayStation 3, on the other hand, will connect to your new TV's digital input and rather than 'projecting' an image, and in letting your TV convert picture to pixels the PS3 addresses each pixel individually for true computer-monitor-like sharpness. The result: a crisper, more detailed image. PS3 will always look better than 360 on your HDTV simply because it writes directly to the screen. This is a fact. Nothing to do with graphics chips. Nothing to do with screen resolutions (though PS3 will run all the way to 1080p – twice as many simultaneous 'real' lines as 360's interlaced 1080i.)



PROGRESSIVE ROCKS: This is the Philips 37PF9830, one of the new wave of affordable 1080p TV. If £2800 is affordable...

2) BLU-RAY

History lesson. PlayStation 1 used CD-ROM. It played PSone games and your music CDs. Cool. PS2 used DVD-ROM. It plays PS2 games and your DVDs. Bonus. Now for the next level: PS3 uses Blu-ray discs. It plays games on Blu-ray and soon-to-be-released Blu-ray HD movies that use all the pixels and clarity of your brand new HD TV. Xbox 360? That's got a DVD drive. It plays DVDs. That's it. Want an HD TV?

PLACE YOUR SWEATS: EA are committed to massive PS3 development, with over 7 new games coming out on the format.

GRAND ENTRANCE: You finally will be able to play classics like *Gran Turismo* on PS3.

"THE SMART MONEY SAYS THAT PS3 WILL BE THE MOST POPULAR CONSOLE"

Want to watch HD movies? Forget 360. In fact, Microsoft are so confused about the upcoming HD disc wars that they're promising add-on drives for both HD DVD (the cheaper, less sizey rival to Blu-ray) and Blu-ray itself. Fair enough, but do you want to have an add-on box (or two) lashed to your 360? And – important question – just where will it plug in? Streaming HD video over USB or Ethernet? We don't think so.

Sony boss Ken Kutaragi (left) reckons his PS3 is going to smash up Microsoft mouthpiece J Allard's Xbox 360. We're inclined to agree.

3) DEVELOPER SUPPORT

Fortunes were made on PlayStation. From a dubious off-shoot of a company more famous for their TVs and Hi-Fis, Sony Computer Entertainment is now Sony's biggest buck-slammer. With the popularity of PlayStation and PS2 behind it, the smart money says that PS3 will – eventually – be the world's most popular console

RAY MYSTERIO: With Sony's first Blu-ray players tipping the scales at £1000, just how cheap can they make PS3?

regardless of how much of a headstart 360 has. The result? The world's best game developers are developing games for PlayStation 3. They can't afford not to. As soon as PS3 breaks cover, the 360 will have to survive on a diet of four or five (admittedly great) self-developed 360-only games and a slew of inferior-looking PS3 conversions. PS3, on the other hand, will have all these games, plus those that will be just too impressive for 360 to handle. We smell a winner.

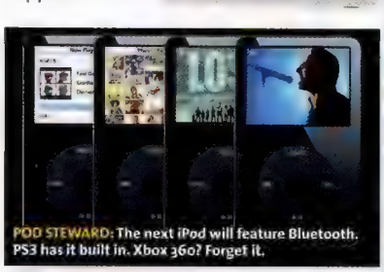
4) THE LATEST TECH

What do Xbox 360 and PlayStation 3 have in common? They both have to rely on graphics chips made by external companies. The first Xbox used a chip made by Nvidia, the world's biggest graphics chip company and the second Xbox... has to go with one made by rivals ATI after Nvidia signed to support PlayStation 3 instead. Read into that what you like, but the world's biggest chip maker broke off its deal with Microsoft to go and work with Sony. And things move fast in silicon development so, thanks to the later launch date of PlayStation 3, it's pretty fair to say that market-leader Nvidia's yet-to-be finished chip will be somewhat better than Ati's ready-six-months-ago model.

CHIPS WITH EVERYTHING: It might look like a Shredlie but it's a brain the size of the moon. Only PS3 has this.

5) BUILT-IN WI-FI

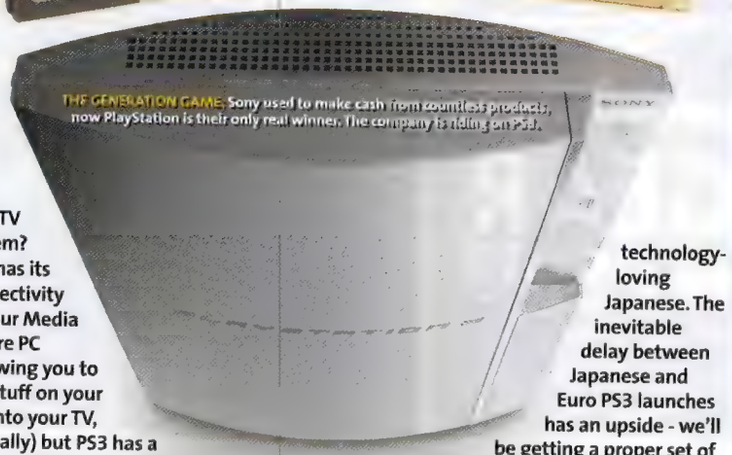
When was the last time you bought an add-on for your console? Want to wirelessly connect to your broadband without having to buy any hardware or have a wire trailing across your living room. Then go PS3. And what about your Bluetooth phone, PDA and (if rumours are to be believed) next-gen Bluetooth iPod? Xbox 360 lacks any kind of support.



POD STEWARD: The next iPod will feature Bluetooth. PS3 has it built in. Xbox 360? Forget it.

6) PSP CONNECTIVITY

We shouldn't undervalue the importance of PSP in PS3's plans. Sure you can fire it up with MP3s and look at your photos on your TV via your 360, but what about playing HD movies and PS3 games anywhere in the world via Sony's Location



THE GENERATION GAME: Sony used to make cash from countless products, now PlayStation is their only real winner. The company is riding on PS3.

Free TV system? 360 has its connectivity to your Media Centre PC (allowing you to put stuff on your PC onto your TV, basically) but PS3 has a handheld remote terminal that you can stick in your pocket. Hmm.

7) SONY WILL NOT FAIL

The PS3 isn't just a new game console. It's central to Sony's plans for the next five years: buy PS3, buy a new HDTV, buy all your movies again on Blu-ray, etc. For this reason alone you can bet that Sony will not let PS3 fail – even if that means dramatic loss-leading price cuts in order to get a box under every telly they can. Microsoft might be serious about 360, but don't forget they always have their far-more-lucrative Windows XP and upcoming Vista PC business. Sony, on the other hand, have bet the farm on PS3.

technology-loving Japanese. The inevitable delay between Japanese and Euro PS3 launches has an upside - we'll be getting a proper set of games to buy on day one. Right now the furthest into development game we've seen is *MGS4*. Imagine *MGS4* at launch. And how about that much-speculated *GTA* sequel too? It *will* be two years since the last proper *GTA* game after all. We can but dream.

9) PROPER BACKWARDS COMPATIBILITY

No fuss. No arsing about online. Just access to the biggest software collection in the world. OK, so nobody ever played a Psone game on their PS2 but – once again – the option is there without any infuriating 360-style ball-ache.

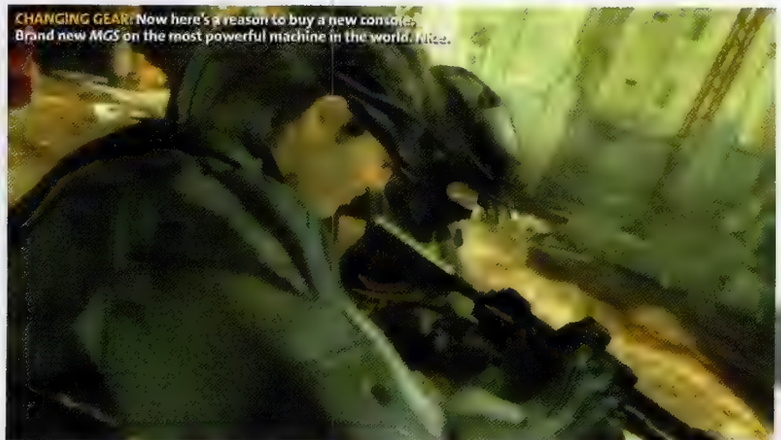
"THIS TIME, SONY WILL GET THE LAUNCH LINE-UP ABSOLUTELY RIGHT"

8) REAL KILLER APPS

Every console needs its killer app – a reason to buy the machine in the first place. And... well, Sony ballsed it up last time. And 360 had a load of old bollocks at launch (though we do like *Project Gotham*). But this time, *this time*, Sony will get it right. 360 was launched simultaneously all over the world so the whole globe got to taste the sort of early-doors line-up usually reserved for the

10) IT'S A MACHINE THAT DOES WHAT PEOPLE WANT

What is it with 360 and online? Sure, online multi-player games are great but they're not *the* reason to buy a games machine. What's with all this marketplace stuff and the ability to design your own pants? PS3 isn't about designing your own 'experiences' or 'giving you freedom to express yourself'. It's about putting the best games in the world into your brain.



CHANGING GEAR: Now here's a reason to buy a new console. Brand new *MGS* on the most powerful machine in the world. Nice.

IT'S WAR!

It's not just 360 vs PS3 that you need to worry about.

1080I VS 1080P

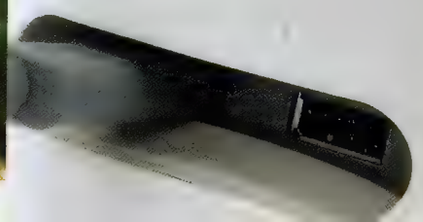
Think that new HD TV will last you forever? Nope. Ken Kutaragi has already spoken of "Super HD" TVs running at "4000 by 1000" pixels. Right now the best you can buy on the high street is a 1080i set – the 'i' bit means 'interlaced'. What this actually means is that although the TV can display 1080 horizontal lines (ie, loads more than the 525 you currently have) it actually only updates the screen one half at a time. The screen updates lines 1, 3, 5, 7, etc first, then goes back and does the in-between lines (2, 4, 6, 8, etc) next. The result is 1080 interlaced lines. Cool.

But far better is 1080p – the 'p' meaning 'progressive'. This screen draws every line in turn for the full frame, resulting in a sharper, steadier image. But it also means your TV has to work twice as hard at updating that screen at, say, 60 frames times a second. 1080i looks great but 1080p looks better. Result? 1080p TVs currently are so expensive your local TV shop won't sell them. But Ken reckons this'll change by 2007 and only one next-gen console offers support for 1080p. Guess which one?

BLU-RAY VS HD DVD

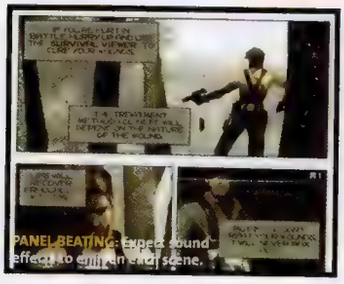
You might have read about the upcoming 'VHS Vs Betamax'-style battle of the formats. Here's the short version: Panasonic have invented HD DVD, a technology a lot like current DVD that has just enough space to get an HD version of a movie on board. Bingo – a new hi-res movie on your new HD TV. Meanwhile Sony have invented Blu-ray, a totally different format that holds 50% more than HD DVD. Unfortunately, because it's so new, it's more expensive. So while Blu-ray is bigger, it's not necessarily better. Some movie companies currently fancy HD DVD 'cos they'll make more money with it. Our prediction? Blu-ray will win because it's bigger and therefore more futureproof. Its cost will drop and games and movies will dream up ways of filling space that HD DVD doesn't have. Remember when people couldn't imagine filling a whole CD because it was so enormous?...

We will say one thing. Xbox 360 looks great. Shame about everything else.



Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT



PANEL BEATING: Expect sound effects to enliven end scene.

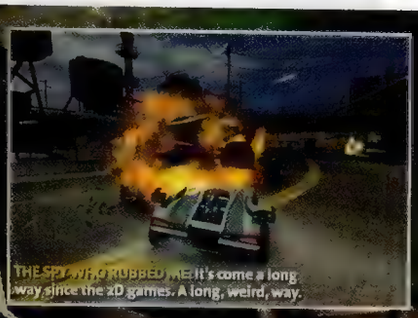
METAL GEAR COMICS ON PSP!?

Kojima's long rumoured secret PSP project will be an interactive comic based on the existing *MGS* graphic novels. And we thought *Boktai* was mental...

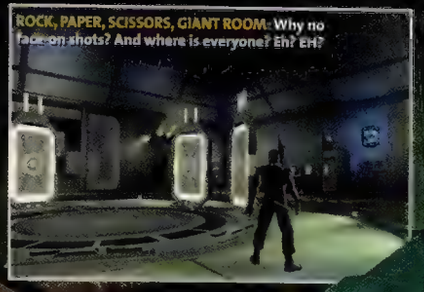
That's right – genius *Metal Gear 3* developer Hideo Kojima's next project will be an interactive *MGS* comic (title TBC), with 3D effects, a full soundtrack and a host of hidden extras. This is the 'experimental' secret PSP project first hinted at on Kojima's online diary, kojblog, which he feared may be rejected by traditional gamers, but would introduce *MGS* to a wider audience. It'll describe the *MGS* back story, and feature innovative (and unexplained) 'page scanning' features for increased replay value. The move follows Kojima's recent experiments with HIDECHAN, a podcast version of kojblog, outlining company gossip and rough plans for *PS3 Metal Gear 4*.

This won't be Konami's only 'interactive comic', with a *Silent Hill Experience* (title TBC) UMD also confirmed for the UK. It will describe the heritage of *Silent Hill*, and tie in closely with the forthcoming, and excellent-looking, new film directed by Christophe Gans. As well as a producer interview, there'll be 20 tracks from the four games, with a personal intro by the series' composer.

PSM RECKONS *It's easy to scoff at the unknown, and while this does sound bonkers, it's best not to think of it as a substitute for MGS4, but as an entirely complementary product. At the right price (and we're thinking £10-15 tops), this could be a winner. Almost as soon as we get it, but remember where you read it first. Let's face it, it's often easier to watch [illegible] than to play.*



THE SPY WHO CROSSED ME: It's come a long way since the 2D games. A long, weird, way.



ROCK, PAPER, SCISSORS, GIANT ROOM: Why no face-on shots? And where is everyone? Eh? EH?

FOR THOSE ABOUT TO ROCK

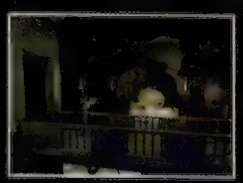
Spy Hunter 3: Nowhere To Run is the game of the movie starring The Rock. So who's this fella then?

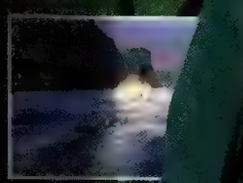
The big news? Wrestler-turned-thespian The Rock is now the face of super spy Alec Decker – the man behind the wheel of the *Spy Hunter* motor – even if these shots don't show his face (licensing wrangles?). Oh, and you can now get out of the Interceptor.

That's right, rather than being glued to the steering wheel, you can jump out and blast people with assault rifles and the like. You can even slap about foes and throw them over railings too. However, we can't help but notice the graphical similarities between this and *Psi-Ops*, so if uses the same sort of engine then expect rag-doll physics and destructible scenery.

In the chameleon-esque vehicle, you'll still be transforming from four wheels to two and then none as you hit the water ways. The premise of *Spy Hunter 3* sounds brilliant – what with the balance between driving and on-foot sections – so this really could be a treat. Then again, the last one wasn't. So, er, we'll see.

PSM RECKONS *After the shortcomings of Spy Hunter 2, the team have gone back to the drawing board and this looks set to build on a once great franchise. After all, what with there being a film this time around, Midway certainly won't want to bodge this one up.*





"PAWN-OGRAPHY"

KONAMI UNVEIL 'DIVERSE' UK LINE UP – CHESS FANS REJOICE.

Konami have unveiled their early 2006 UK line up, including *Konami Battle Chess* for PSP, which probably won't fulfil our dreams of a 3D chess game like the one from Star Wars where Chewbacca goes mental. Other titles include a WWII themed naval strategy game called *Steel Horizon*, where you play a US captain of a secret sub trying to thwart a meddling organisation. There'll also be the possibly-quite-good *Suikoden 5* and the UK developed *Pocket Racers*, which'll have tracks set in kitchens and factories in a driving game not unlike *Micro Machines*.

"BACK FOR GOOD"

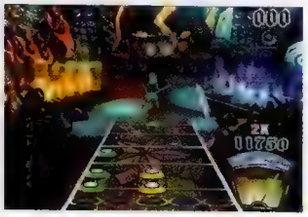
DEVIL MAY CRY 3 SPECIAL EDITION

Capcom are releasing a special extended version of *Devil May Cry 3* for the bargain price of £20. This 'director's cut' will let you play as Dante's evil brother Vergil, who comes complete with a slick new fighting style called Dark Slayer. As well as this, there's a new boss to tackle, an improved checkpoint system and a new battle arena, the Bloody Palace. They've also tweaked the difficulty settings so it's less likely to make you cry with rage. So loads of new stuff then, which is great news for anyone who's yet to savour the third in the *Devil May Cry* series. And at twenty sheets, who can resist? No-one sensible, that's for sure.

"AXE WOUND"

GUITAR HERO UK BOUND

The unspeakably good *Guitar Hero* (PSM2#71, 90%) will arrive in the UK in April. Priced at £50 (complete with brilliant guitar peripheral), the European version is said to include new songs and a slightly re-designed guitar. *Guitar Hero* is one of the best rhythm/Bemani games we've ever played – you actually feel like you're playing music and the choice of songs is absolutely perfect. That solo in Killer Queen requires the precise fingerwork of a flute-playing robot, but you won't stop until you nail it just right. And then you'll do it again. And again...



Pro Dojo

THE NEXT GENERATION

Each month we give you the chance to show off your gaming genius. Dojo is now simpler than ever to enter, so show us your skills.

DO THIS!

NEED FOR SPEED BLACK LIST CHALLENGE

To win this month's challenge you'll have to beat Big Lou's blacklist challenge. As blacklist boss #1, he's the fifth you'll face, but that doesn't mean he's a pushover. We want to see your best run against Lou on the Circle Rose boss race. His record is 4'24"42. How much can you beat it by?

CLOSING DATE 20/02/2006

WIN THIS!

THE TOP 10 PS2 GAMES!

Complete this month's challenge and you can get your hands on the top ten games in the charts as we go to press. That's over £300 worth of the hottest games available, including *King Kong*, *Prince Of Persia*, *Pro Evolution Soccer 5*, *True Crime*, *Gun*, *The Sims 2*, *50 Cent Bulletproof* and loads more. So get your entries in ASAP!

LAST MONTH'S WINNER

STAR WARS BATTLEFRONT II EWOK HUNT CHALLENGE

Ashley Fuller

Ewoks killed: 34

Young Ashley unleashed his fury on the Ewoks, slaying 34 of them in one session. We like to think of George Lucas sobbing a single tear with every one he killed. That'll teach you to ruin perfectly good films with comedy creatures, George! Anyway, Ashley nets a PSP and a pair of games courtesy of the lovely people at Ubisoft. *Frantix*, the frantic puzzler and *GripShift*, the outlandish racing game are on the way to you.

© Kobai

FILL IN THIS FORM!

WHICH CHALLENGE:
NEED FOR SPEED CHALLENGE

My score is.....
Name.....
Age.....
Address.....
.....
.....

I enclose...

- ❑ A tape (wound to the right place)
- ❑ A photograph (with my name on the back)

PSM2
PRO DOJO
NEED FOR SPEED CHALLENGE
FUTURE PUBLISHING
BATH
BA1 2BW

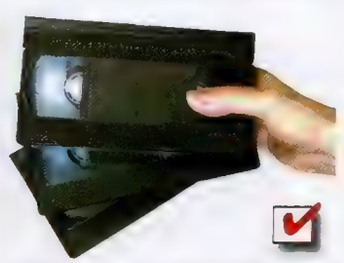
IT'S EASY! HOW TO ENTER!

Each month we dish out a challenge and you have to do it as quickly and as brilliantly as possible and send us a tape of your performance to prove your skills. The player who beats our challenge by the fattest margin before our TIGHT CLOSING DATE wins the booty. Simple. BE WARNED THOUGH, the closing date is a MASSIVELY STRICT February 20th. On that day we'll be picking our winner so make sure your tape is with us for then or you'll miss out. Past that date already? Too late, mate. Best make sure you pick up our next issue on sale March 9th SHARP to be in with a chance. Then check these pages for another challenge on another game – and we'll be revealing who wins this month's booty too. Go for it!

Respond to the challenge above and send us your efforts on tape.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape away.

Wind your tape to the place and write your name on the back of your photo.



Send us your tape, a photo of yourself and the coupon to the right address.

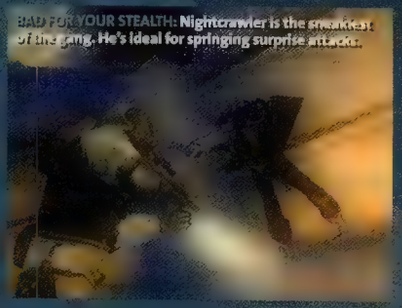
THE X FACTOR

Snikt! Bamf! Whump! The X-Men are back and more brutal than ever. This time they've got Vinnie Jones.

Listen: stop sneering and accept it. We've all got our reasons for pretending we don't like comics, can't remember which X-Man's which and don't ever spend hours down the pub discussing whose powers we'd rather have (consensus says Magneto, though Wolverine's a strong runner up), but it's finally time to embrace comicphilia – because X-Men 3 (the movie) is going to be brilliant. Absolutely, gob-droppingly, popcorn-flingingly, THX-Max-deafeningly *brilliant*. OK, it's directed by Brett 'Rush Hour' Ratner, but let's focus on the good bits: Phoenix going mental and threatening to destroy the world! Magneto inventing the Brotherhood of Mutants! Dr Frasier Crane being the Beast! If it doesn't knock Fantastic Four into a broken superhat, we'll eat our own trousers. And, of course, there's a game of it.

This is traditional for X-Men, but previous titles have always been sort of second-cousin-once-removed sort of spin-offs, with *Wolverine's Revenge* and *X-Men Legends* proving closer in tone to the comics than the films. This year, though, that's all changed. Activision are going the *Enter The Matrix* route, introducing a tie-in that links up the last two films, explaining what different characters have been up to and fleshing out holes in the plot with help from the makers of the flicks. It's got realistic character likenesses – Alan Cumming as Nightcrawler is *scary* – and proper voiceovers. Sadly, you don't get to be the Beast – or, in fact, Magneto – but

TIME FOR A SLASH: **Wolverine lets rip with his trademark adamantium claws. Ouch.**



BAD FOR YOUR STEALTH: **Nightcrawler is the sneakiest of the gang. He's ideal for springing surprise attacks.**

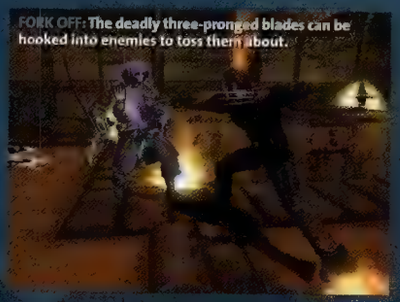
"THE MOVIE WILL BE BRILLIANT. ABSOLUTELY, GOB-DROPPINGLY, POPCORN-FLINGINGLY, THX-MAX-DEAFENINGLY BRILLIANT"

BUT WHAT ABOUT THE FILM?

In a nutshell, it's classic Egghead Vs Paperclip-Flinger action. Planet-brained humanist Charles Xavier's still running his mutant academy, but now he's contending with Magneto's Brotherhood Of Mutants, who are fighting in opposition to a 'cure' that's been found for mutations. More importantly, it'll be absolutely stuffed with mutie-based action: Psylocke, Omega Red, Shadowcat and Multiple Man are just a few of the new characters who'll be making cameos. And best – or worst – of all, Vinnie Jones plays Juggernaut, whose special power is that he can't be stopped when he starts running. Now that's useful.

ICING THE SNAKE: This fiery serpent present an ideal time for Iceman to display his cooling skills. Chill, scaly.

APPEAR AND PRESENT DANGER: Teleporting behind guards can give Nightcrawler the upper hand.



FORK OFF: The deadly three-pronged blades can be hooked into enemies to toss them about.

you do get to be Wolverine, Nightcrawler and Iceman. Thank the Lord.

CRY WOLVERINE

Wolverine, as you'd expect, specialises in straight-up, full-frontal, blade-in-the-eye-socket violence. Still trying to work out exactly how and why he got his bones pumped full of adamantium, he returns to Alkali Lake to get some answers – and, coincidentally, kill an awful lot of people. The combat engine'll be familiar to anyone who's played *Wolverine's Revenge* – simplistic combos topped off with a special Rage mode and a wincingly nasty sit-on-them-and-stab-them-in-the-head attack. Nightcrawler, meanwhile, is a bit more interesting. Alan Cummings won't be appearing in the film as he's concentrating on his new range of men's fragrances, among other projects (no joke) but the game explains his absence, as well as including some back-story for the boy in blue. Apart from the standard platforming double-jump, he's also got a teleportation ability – nicknamed 'Bamf!-ing', after the sound effect it makes in the comics – that'll transport him to the nearest bit of 'safe' scenery. With levels designed by the chaps behind the excellent *Aggressive Inline Skating*, this means decent players should be able to find *Tony Hawk*'s-style lines to traverse levels at speed, pogoing about like a proper hero. Naturally, the 'Crawler can also pull off his trademark teleport-behind-them-and-smack-them-in-the-head move, Bamfing behind guards to make up for his lack of punching power.

Finally, there's Iceman. With Bobby Drake at the heart of the new film – he's the chilly yin to Pyro's yang – he's also one of the fastest-developing mutants. In the last film he could just about put a nice chill in your Margheritas, or convince enemies to put on a thick pair of socks – now he's surfing 60-foot ice bridges through the air. An early training level sees him doing exactly that around the Statue Of Liberty – it's like a slowed-down flight sim to control, with Iceman creating a trail of ice wherever he goes, like a giant frosty version of mobile phone classic Snake. He's also able to activate blizzards and a move called the Ice Plough, driving a massive frosty wedge through adversaries. More moves are promised, with Iceman under the tutelage of Wolvie in the three-tiered story. Added to that, there's the allure of levels we've seen but can't tell you about because of film-spoiling and us-getting-sued-type reasons, as well as the promise of extra, comic-related content. Should be one for fanboys and gamers alike, then.

"WOLVERINE SPECIALISES IN STRAIGHT-UP, FULL-FRONTAL, BLADE-IN-THE-EYE-SOCKET VIOLENCE WHILE ICEMAN SURFS 60-FOOT ICE BRIDGES THROUGH THE AIR"

FLURRY UP AND WAIT: Wolverine has a rage guage which, when powered up, allows him to perform a quick flurry of attacks.

JUMP AND CRASH: Fighting isn't the only part of Nightcrawler's acrobatic repertoire.
LONG FOR THE SLIDE: You can fly around the flaming snake with Iceman's slide.
HEY, Y'ALL, LOOK: Every character looks uncannily like their movie counterparts.

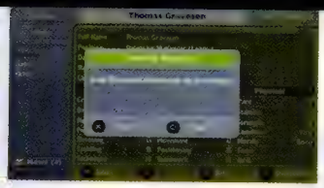
Accelerator

TALKMAN
Want to talk to pretty foreign ladies and not sound ignorant? Well, take a trip to this review. It might just be what you are looking for.

METAL GEAR ACID 2
More turned-based action with everyone's favourite espionage soldier. And this time you can look at in-game girls in 3D. Jeeburs.

FIFA STREET 2
Fortunately MC Harvey's been culled... no, from the game, stupid. But will the game be as rubbish as it is on PS2. Flick to the review to find out.

ORIENTAL EXPRESS: Clicking through your squad's details is quick and easy.



FOOTBALL MANAGER LIFTS THE TROPHY ON PSP

Sports Interactive slim down their footie monster for PSP.

As expected, the upcoming *Football Manager Handheld* (that's its brand new and original name) will be a stripped down version of its PC counterpart. There's no 2D match engine, which means more text commentary, and no Goal Of The Month replays. It only allows for a maximum squad size (about 30 – 35) which means that the AI will automatically dump players from your team at the season start, if you have more. However, it won't ditch players like Henry or Rooney – it'll trim out fringe guys instead.

So far the outlook is pretty glum, but here are some reasons to be cheerful. Veteran managers will remember the days before the 2D engine and SI have axed it for a reason. So while *Championship Manager* hides its inadequacies with clever graphics and dodgy menu music, *FM* works the opposite way – showcasing instead its realistic engine and letting you walk in the shoes of Ferguson and Mourinho.

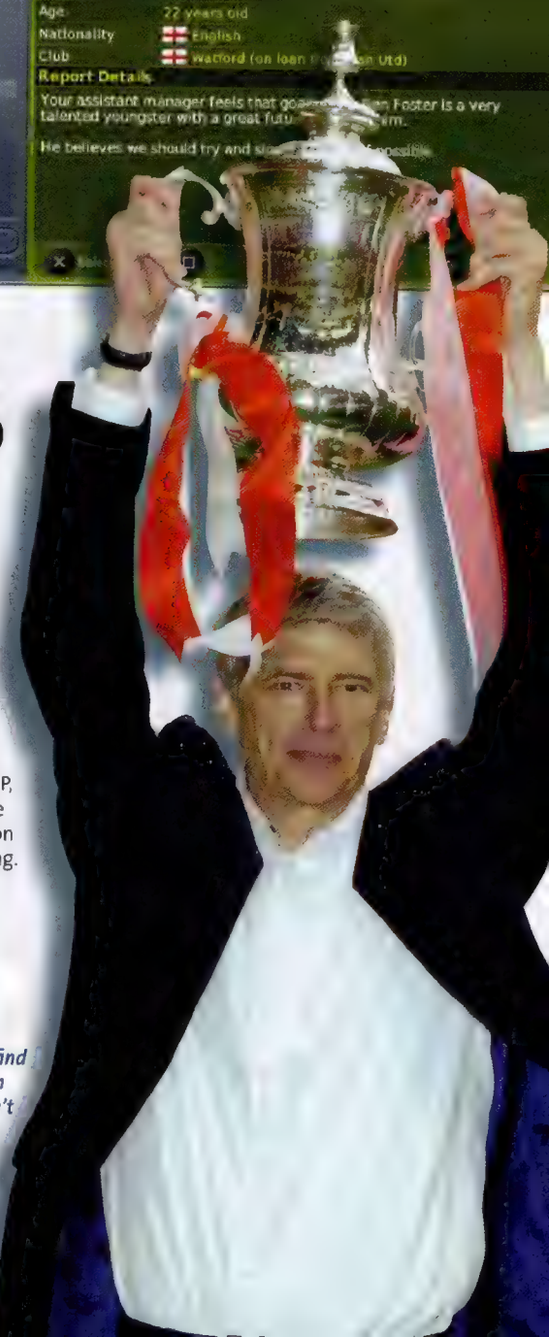
There are seven countries to play in (England, Italy, Spain, France, Holland, Scotland and Germany), including the lower divisions of each nation. A vast database of players from distant shores is included and simple yet stylish menus don't kick at your eyeballs while being easy to navigate. You can also send out scouts to find the New Roy Keane™, while you hopelessly try to train a striker to play in midfield instead (Alan Smith anyone?).

The fundamental managerial options are as expected. You can intricately tinker with your squad positions and tactics in great depth. And, just to add another level to your managerial duties, you'll be privy to some PSP-exclusive cheats. There's an option to switch off the transfer window, so you can delve into the market whenever you please, and there's even a Sugar Daddy option, which gives you an Abramovic-type chairman who allows you to spend like money grows on trees. Expect more extras to be thrown it at the last minute too.

With a few tweaks and changes before its release next month, *FM Handheld* is shaping up for a great season. With the promise that all the ingredients that make this series so addictive will make the transfer to PSP, intact, we're excited. It promises to be better than *Championship Manager* on PSP but the proof will be in the playing.

// "FM'S REALISTIC ENGINE LETS YOU BE FERGIE OR MOURINHO" //

PSM RECKONS *We were surprised to find some of the features stripped out from the PC version, but, after all, PSP doesn't have the capacity to store* everything. *These early indications suggest that* Football Manager *will be as addictive and fulfilling as ever, but we'll reserve our final judgement for the review next month.*



FROM RUSSIA TO PSP

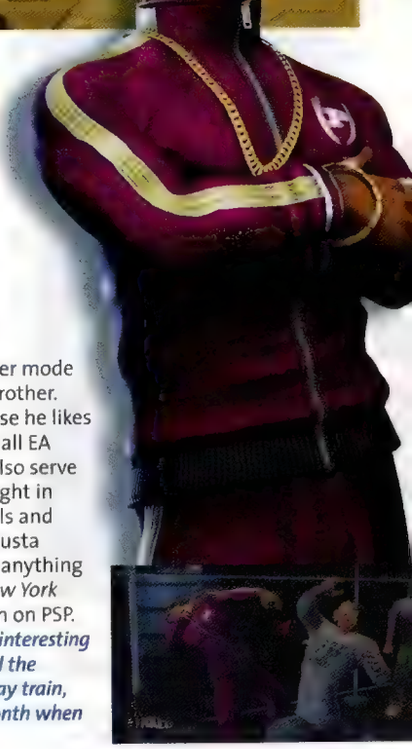
Sch-liding onto Sony's handheld this spring will be EA's *From Russia with Love*. You'll still play through the exact same story, but you'll also be able to indulge in some Wi-Fi death matches. It's already looking nice, but check back next month.

quick, making him difficult to fight.

THE SPELL OF FEAR: You can cast magic spells as well as stabbing.

DEF JAM TAKES OVER NYC PSP

One of PS2's greatest beat-'em-ups bustles its way onto PSP for more punchy action.



We are delighted to announce that EA have decided to bring their hip-hop brawler to PSP. Just the thought of smashing up Sean Paul whenever and wherever we are is enough to put a smile on our face. And this prequel to *Def Jam Vendetta* will also chart the rise of D-Mob's King of New York status.

While Wi-Fi play will allow you and a chum to duke it out in new arenas, *Def Jam Fight For New York: The Takeover* will remain largely the same – ie, brilliant. Early indications suggest that the weighty animations will once again create painful looking bouts, despite the small screen, so expect to be dancing on opponents' faces at every knee drop.

Thankfully, the create-a-character mode will remain as extensive as its PS2 brother. This is great news for Nathan because he likes to make carbon copies of himself in all EA games. The idiot. This likeness will also serve as the basis for your career, as you fight in local clubs to raise your respect levels and then challenge the big-hitters like Busta Rhymes and Snoop Dogg. And if it's anything like as good as *Def Jam: Fight For New York* then this will be *the* scrapper to own on PSP.

PSM RECKONS *If it comes packing an interesting storyline, the famous brutal fights and the option to throw L'il Kim under a subway train, then it'll be great. Come back next month when we'll have the full low-down.*

"MASTER OF UNLOCKING"

KNOCKING ON HEAVEN'S DOOR

It feels like we've been waiting a lifetime for a decent RPG to arrive on PSP, but it looks like our luck's just 'in'. Sony's *Key Of Heaven* sees you slashing all and sundry to pieces as you race to recover – ooh, the originality – the Sword Of Destiny.

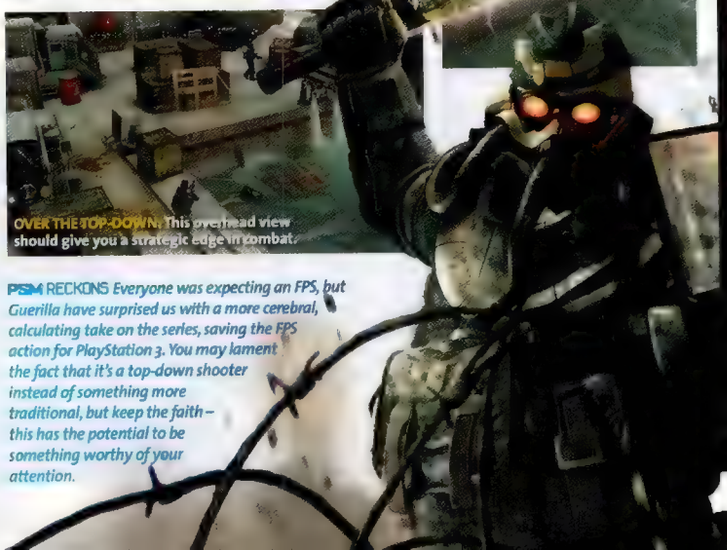
As Shinbu, a disgraced bodyguard, you can create your own martial arts skills by combining over 150 attributes, making your Shinbu unique to you and you only, and while hacking through the wonderful environments, you'll come across hundreds of characters – each giving you clues (or pure waffle).

Apart from these stereotypical features, *Key Of Heaven* takes full advantage of PSP's download capabilities. You can install new shields, swords and skills via the interweb – enhancing your play time .

PSM RECKONS *We'll have the review next month, but right now this really looks like setting the precedent for all things RPG. And the good news is, there's an just as much action as there is standing around talking to people. Thank grief for that.*

THIS IS KILLZONE? YOU SURE?

It's *Killzone: Liberation!* Only it's not an FPS. Confused? Don't be..



OVER THE TOP-DOWN: This overhead view should give you a strategic edge in combat.

Det's face it – FPS's don't really work on PSP. Check *Coded Arms* and *King Kong* for proof. In light of this, *Killzone* developers Guerilla have taken a completely different, and somewhat unpredictable, direction for the handheld version of their gas mask-heavy franchise. It's now a top-down action game along the lines of *Untold Legends*, but with machine-guns instead of swords. The developers say they were trying to design something to fit the system; something that would complement the portable nature of the platform. Which is refreshing considering most developers seem content to supply us with clumsy, ill-considered console ports.

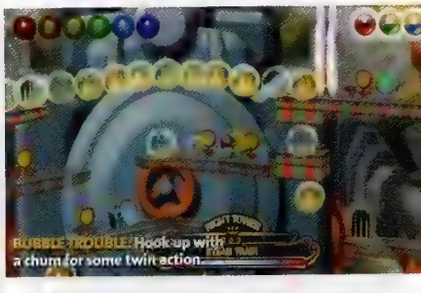
This could be terrible. But we think Guerilla can pull it off. *Killzone* never was a run-and-gun kind of game and being able to survey the battlefield will give the game the ultra-strategic edge the PS2 version attempted, but had trouble following through to a satisfying end. The game follows on from the end of the original game and sees you controlling Templar (and his buddies) as you battle the Helghast.

PSM RECKONS *Everyone was expecting an FPS, but Guerilla have surprised us with a more cerebral, calculating take on the series, saving the FPS action for PlayStation 3. You may lament the fact that it's a top-down shooter instead of something more traditional, but keep the faith – this has the potential to be something worthy of your attention.*

"DOUBLE BUBBLE"

BUBBLE BOBBLE EVOLUTION

Big changes! *Bubble Bobble* stars Bub and Bob are no longer tiny dinosaurs. This time they're small children in cosplay suits. Yes, it's *Bubble Bobble Evolution* on PSP and instead of merely clearing the screen of enemies by capturing them in bubbles, you now have to navigate puzzle-strewn mazes, activating switches, pushing blocks and other such brain-tangling distractions. This is a good thing, however, because the game is still a lovely little puzzler and is still genuinely taxing. You'll solve puzzles in one tower with Bob, which then opens doors for Bub and vice versa. Each level revolves (literally) around a central spindle, flipping around in lovely pseudo-3D (like turning the page of a book) whenever you enter another section. Clever, original and absolutely dripping with charm.



BUBBLE TROUBLE: Hook up with a chum for some twin action.

"MAGICAL FUN SHOWER"

OUTRUN COAST 2 COAST UPDATE

Since we announced this a few issues back we've since had a go on the finished article. And guess what? It's the stuff of handheld dreams. OK, so the frame rate drops at times of stress but it's always resolutely playable. *OutRun*'s structure was designed for arcade coin-pumping, so the short-burst gameplay is ideal for on-the-go. The game contains the same amount of tracks as the full versions and comes complete with a full-on Wi-Fi multiplayer mode. This is the kind of thing we want for PSP, not a hobbled *Need For Speed*.

COAST GUARD: Master the powerslide and you'll be the *OutRun* king.

"LEARN TO FLY"

PILOT ACADEMY TAKES TO THE SKIES

There are bountiful driving games on PSP, so it's about high time (get it?) that we had a flying sim to play on the bus. Or, perhaps, more appropriately, on the plane. Don't expect one of those bloated simulators with a million button combinations to learn though. *Pilot Academy* is actually more of an arcade game, with fun challenges like barnstorming (flying through a barn in a rusty old bi-plane) and navigating a 747 jet crowded with passengers around a swirling hurricane. Mightn't be half bad, you know. Review incoming.

PLANE SAILING: Gameplay ranges from relaxing flights to intense challenges.

SNEAK PEEK: Skulking around in the dark is difficult on PS2, so you can only imagine what it's like trying to stay stealthy on your tiny PSP...

SPLINTER CELL ESSENTIALS

But isn't *Splinter Cell* already too fiddly on a big TV with loads of buttons?

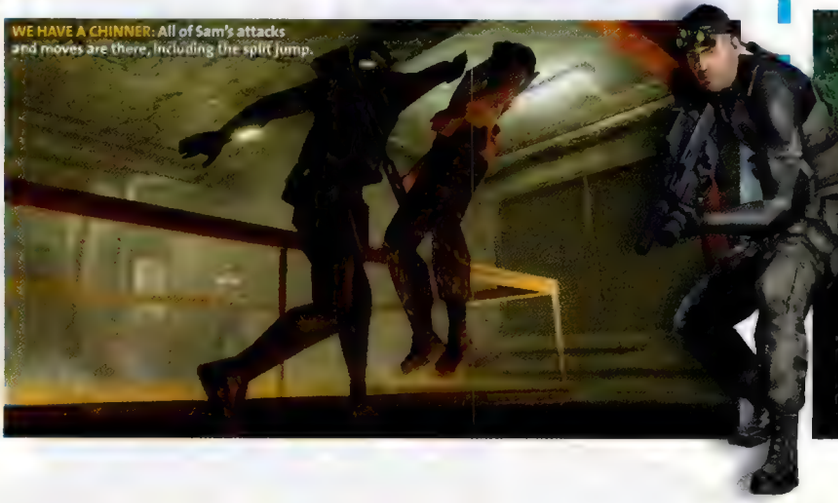
Playing a *Splinter Cell* game is like trying to thread a needle wearing a pair of medieval gauntlets. Now imagine that, only with a smaller needle and bigger gauntlets. You've just imagined what it's like playing *Cell* on PSP. It hasn't been streamlined, simplified or otherwise tweaked for handheld play. They've just swapped the buttons around and lowered the texture resolutions.

But maybe all it takes is a little getting used to. Our first encounter with *Splinter Cell* on PS2 was similarly bewildering. The controls are incredibly precise and the stealthing reliant on studying your enemy's every move. It's just a lot harder than it should be, what with everything being squeezed into a screen the size of a Weetabix and the lack of a second stick. How can you keep a constant eye on your surroundings if you have to keep squeezing ◎ to move the camera around?

YOU'VE GOT JAIL: Here are the jail levels from the new *Cell* game, *Double Agent*.

But otherwise, it's remarkably accomplished. All of Sam's moves are intact, the levels are pretty much identical to the full-fat versions and the excellent score and voice acting are all present and correct, and it combines levels from all the *Cell* games, including a few peeks at the upcoming *Double Agent*.

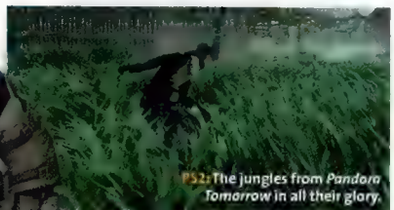
PSM REKONS *We're tired of cash-ins, re-hashes and scaled-down PS2 ports. But this isn't all bad, being as complete a SC experience as the 'big' versions. If you've played the older games to death you'll know these levels inside out, but anyone new to Sam Fisher will find fun here.*



WE HAVE A CHINNER: All of Sam's attacks and moves are there, including the split jump.

PSP VS PS2: WHAT'S THE DIFFERENCE?

You'll be glad to know (probably) that every level is the same size as in the big bro' console games...



PS2: The jungles from *Pandora Tomorrow* in all their glory.

PSP: And on PSP, not looking that different at all. Impressive.

namco
ONE RULE – NO RULES
URBAN REIGN
NEW
PARK
From the creators of Tekken™ and Soulcalibur™ comes the next level in combat action. Choose from 60 playable characters and make your way through the mean streets. Team up with an AI-controlled partner to pull off double-team combos and inflict punishment with 30 different weapons ranging from baseball bats to broken bottles. Experience 4-multiplayer action over 3 modes for the ultimate street brawling mayhem. Remember, one rule – no rules.
www.playstationfireitup.co.uk/urbanreign
fireitUp
16+
PlayStation 2
PlayStation 2
URBAN REIGN
16+
namco

DOUBLE NOTHIN

Changing a winning formula is a risky business. To keep Sam Fisher fresh, *Splinter Cell: Double Agent* deals out the series' biggest twist yet. Sam is on the run from the law, playing good and bad against each other and leading a double life that can only end in disaster... PSM2's exclusive first play tells all.

So what's all this about Sam Fisher being in prison? All bald-headed and angry? Where are his famous tri-ocular green headlamps? And who's the hairy bloke on this month's mag cover? *Splinter Cell* has changed – and about time too.

While Konami make *Metal Gears* only when Kojima calls time and shouts 'Perfect!', Ubisoft have a bit of a *Splinter Cell* production line on their hands, with the world demanding a *Cell* a year. With teams scattered as far and wide as Montreal and Shanghai working on the same game, they're literally employing hundreds of genius programmers to breathe life simultaneously into radically different versions of *Splinter Cell: Double Agent* on PS2, PSP *and* next-gen consoles. Suddenly, by comparison, EA's *FIFA* cloning machine looks in need of a tune-up and an oil-change.

With the last game, *Chaos Theory*, less than a year old, are they milking a little too enthusiastically? Is it the end of the road for Sam Fisher? Not likely. This is the start of a new way of thinking about *Splinter Cell*. Gone is the reliance on your headlamps and in comes a new level of freedom and a return to solid, no frills action gaming.

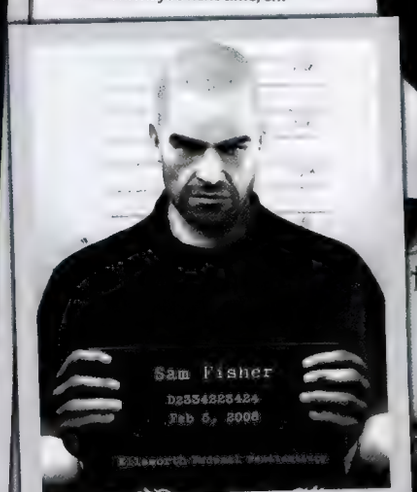
For a start there's the new-look Sam – all hair and barely-suppressed rage. A new black 'n'

"THIS IS THE START OF A NEW WAY OF THINKING ABOUT SPLINTER CELL"

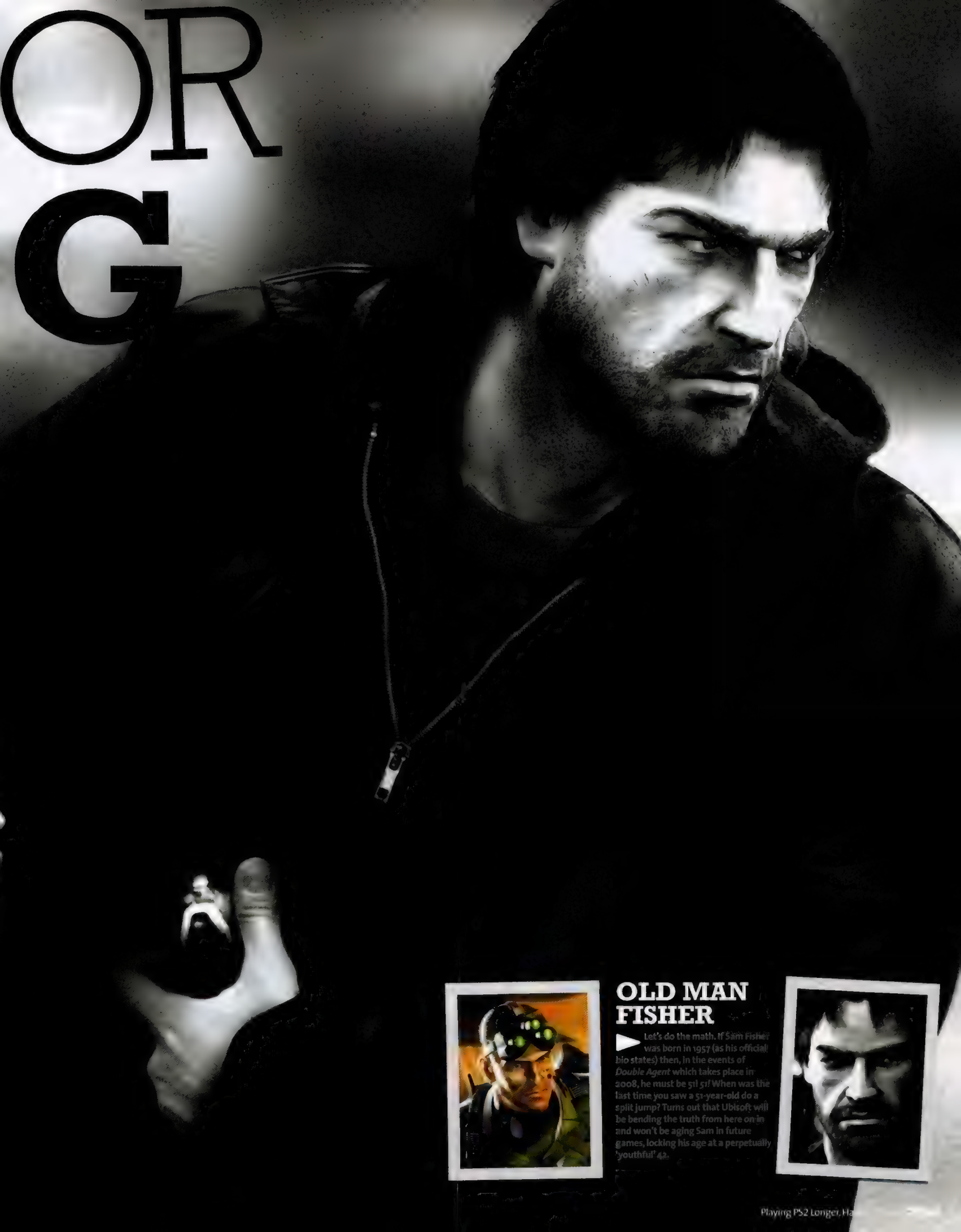
THE STORY SO FAR

Sam's daughter, Sarah has been killed by a drunk driver in a hit-and-run accident. Distraught, Sam turns his back on his past life and, in a yet-to-be-revealed chain of events, quits the Third Echelon, falls on hard times and takes part in an armed robbery where someone is killed. Sam is arrested soon afterwards and imprisoned on a charge of armed robbery and murder. It's a shocking opener and we were quite looking forward to playing an all-new, murderous, bank-robbing Fisher but – *surprise* – this is just a cover-story with Sam still bezzy mates with Lambert and the rest of the Third Echelon. With his bad boy cover story in place, Sam is contacted by fellow convict Jamie Washington in order to help with his escape plans. After the pair spring from chokey Jamie persuades Sam to john the John Brown's Army, a terrorist organization, and the bad guys of the game. Sam then treads a thin line between good and evil, doing just enough 'bad' to keep the JBA happy while actually working for the Third Echelon. Maybe next time, eh?

SET LASERS TO FUN: Trigger a trap or get caught and it's no longer game over. You can now fight your way out of trouble.



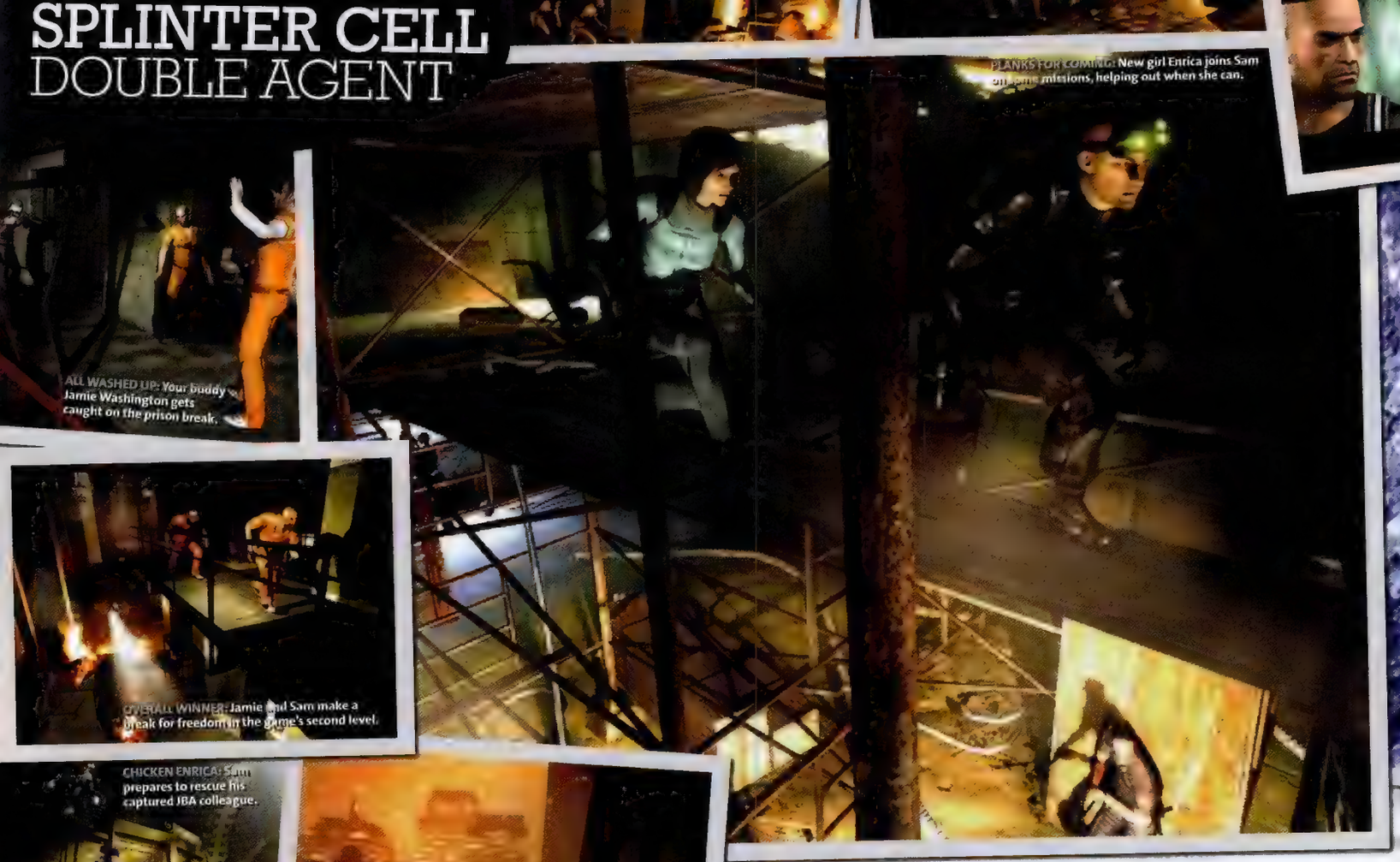
OR G



OLD MAN FISHER

Let's do the math. If Sam Fisher was born in 1957 (as his official bio states) then, in the events of *Double Agent* which takes place in 2008, he must be 51! *51!* When was the last time you saw a 51-year-old do a split jump? Turns out that Ubisoft will be bending the truth from here on in and won't be aging Sam in future games, locking his age at a perpetually 'youthful' 42.

SPLINTER CELL DOUBLE AGENT



ALL WASHED UP: Your buddy Jamie Washington gets caught on the prison break.

PLANKS FOR COMING: New girl Enrica joins Sam on some missions, helping out when she can.

OVERALL WINNER: Jamie and Sam make a break for freedom in the game's second level.

CHICKEN ENRICA: Sam prepares to rescue his captured JBA colleague.

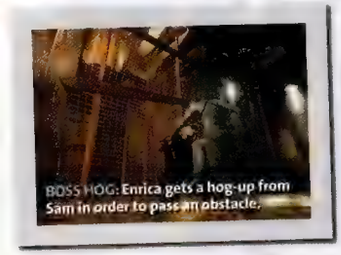
ORANG-U-HANG: Use the front door like everybody else! That's just not Sam's style.

"SAM WILL HAVE TO DO ALL KINDS OF EVIL, BUT IN TRUTH IS STILL VERY MUCH PART OF THE THIRD ECHELON"

RUNNING PARTNERS

New for *Double Agent*... computer controlled friends. Yes, in certain sections of the game you're joined by a co-operative AI-controlled playmate. They'll kill people, cause distractions and give you a leg-up should you reach a tricky to climb bit.

In the prison-break level, for example, you bust out alongside an AI Jamie Washington, while later on while working for the JBA you buddy up with Enrica the sexy independent woman terrorist. Ah, we can almost smell the sexual frisson (and her inevitable death) from here.



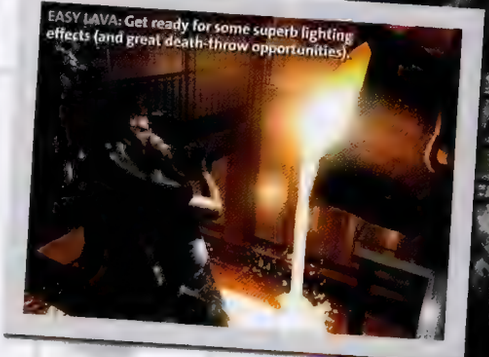
BOSS HOG: Enrica gets a hog-up from Sam in order to pass an obstacle.

DOUBLE TROUBLE

This time the changes to *Splinter Cell* go deeper, in terms of plot and action. Sam is a double agent, working for two sides at once. The convict cover story lets him infiltrate terrorist organization the John Brown's Army with a view to capturing their leader Emille Dufraisne. Working for the JBA, Sam will have to do all kinds of evil, from assassinations to bank robberies. However, in truth, Sam is still very much part of the Third Echelon and is under strict orders to gather intel on the JBA and keep civilian casualties to an absolute minimum.

Thus, each of the nine huge levels has multiple objectives. In many missions you're even posed with choices mid-game that will influence what happens in future levels. It's the first *Cell* with proper multiple-branching plot lines and therefore possible to play as 'bad' Sam, doing all the JBA tasks and shirking on your Echelon duties. Likewise, you can keep a clean slate with the Echelon, doing all the spying and trap placing they require. However, fail to brown nose the JBA sufficiently and you could be rumbled as a spy. Best perform the odd execution – just to keep them sweet The game has two very distinct endings – a 'happy' Third Echelon ending and a 'sad' JBA ending with you turning on your buddies. Add to this many sub-missions which you'll only get to see depending on your mid-game choices and the replay value goes from 'big' to 'massive'.

And it needs to be, given the slightly paltry nine different levels. The game begins in Iceland, in a kind of 'pre-game' level. At the end Sam is called back to the Osprey and you're given your first good/bad choice. Do you complete the mission or do as you're told and abort? The game then begins proper with Sam receiving the bad news about his daughter and, soon after, being banged up during the intro sequence proper. The following levels deal with his prison break (and choices as to whether you want to murder inmates to prove your bad guy status) and initiation into the JBA HQ where you must plant bugs to allow the Echelon to keep tabs on their communications. A great all-out 'bad guy' level is the Money Train section, where you must rob a fortune from a train in order to finance JBA activities though – of course – the Third Echelon are watching and insisting that you keep casualties to a big fat (bastard hard) zero. A tough task indeed.



EASY LAVA: Get ready for some superb lighting effects (and great death-throw opportunities).

ABSEIL AWAY: We're yet to see scenes like this in the PS2 game... We think this shot may be next gen.

PIPE WORK IF YOU CAN GET IT: Fighting on a train? With high voltage cables above? Could get messy.

GROUND FARCE: From a high vantage point Sam can pick off everyone below.

FISHER SWING: "Yoo hoo! Up here! The freaks won't know what hit them."

MOSS
The JBA's bad-ass head of security

"INSTEAD OF HEAPING ON MORE, UBISOFT HAVE MADE CELL NEW BY STRIMMING BACK"

BIG IS BEAUTIFUL

The emphasis is on freedom. Levels are bigger. Buildings have multiple routes through them, so it's possible to complete a level in a near-countless amount of ways and leave half the rooms undiscovered. Once again, it's all about the replay. There's less radio chatter, less being told what to do and the chance to act like a badass makes a difference that, far from ending the series, changes the gears on *Splinter Cell*, ready for the next-gen.

Instead of heaping on more, Ubisoft have made *Double Agent* new by strimming back. There are no new weapons. The game uses the same graphics engine tweaked and honed in *Chaos Theory* and, from our playtest, enemy AI is unchanged. Yes, playing *Splinter Cell* is a game of careful, heavy-breathing tension while dodging mercilessly attentive guards. We like the new Arrest Mode (see the box over there) but would like to see it used even more, in order to stop those game-

MOVE ARMADA

New Sam comes loaded with a pair of trouble-dodging new skills:

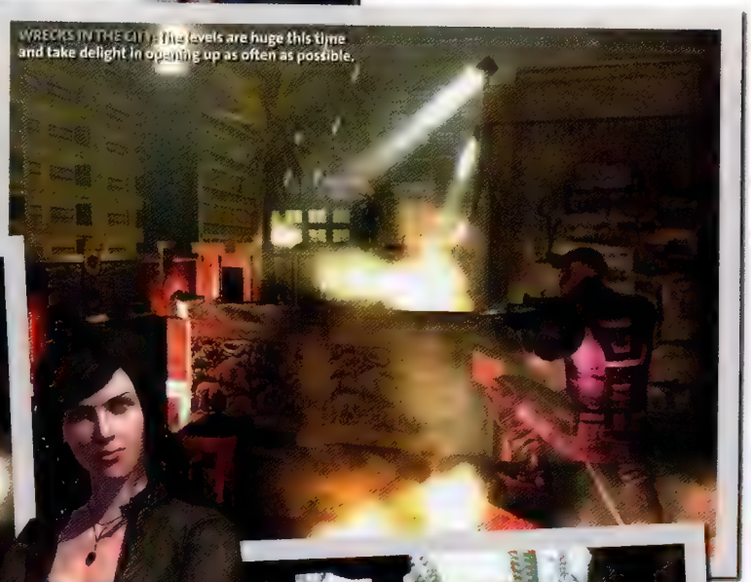
HOSTAGE MODE

Now hostages can be grilled for information. Grab an enemy in a chokehold and the camera flips around to show their startled expression. If they've got something to say, you'll be given the option to interrogate them, giving you vital information that'll let you finish the level. Another brilliant use for this is if you trigger an alarm system. You can grab a guard and drag him to an intercom and make him call in a false alarm. When you're in the clear, just snap his neck like a twig.

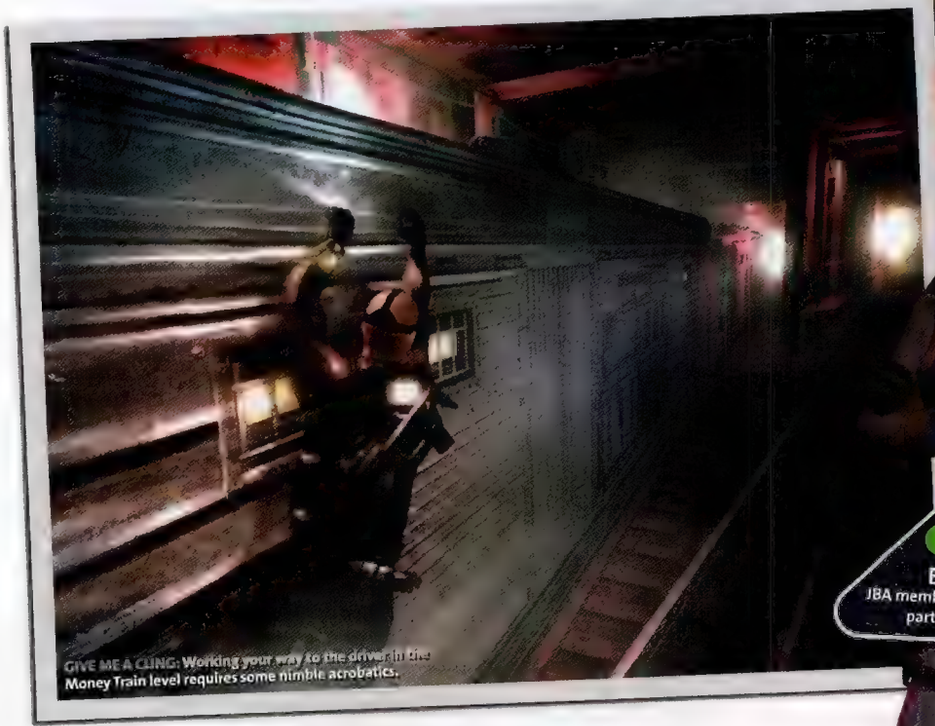
ARREST MODE

All new for *Double Agent* is the arrest mode, designed to help prevent the annoying instant "mission failed" messages that *Cell* is famous for. Get caught in certain high security situations and your enemy will (foolishly) try to take you in unharmed. They'll spot you, you'll get an initial "Freeze!" command and they'll approach you, ordering you to get your hands up. During this time, button symbols flash on the screen and you must tap them in. Complete the sequence quickly enough and Sam will perform a reversal on his attacker and steal their gun and turn it on them.

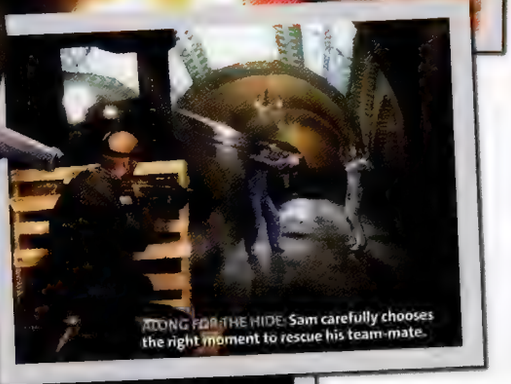
It's a great new move that means it's possible to get out of trouble when you've made a complete balls-up of your infiltration. No more restarting the level or running about in the dark looking for a hiding place while getting your ass shot off.



WRECKS IN THE CITY: The levels are huge this time and take delight in opening up as often as possible.



GIVE ME A CLING: Working your way to the driver in the Money Train level requires some nimble acrobatics.



ALONG FOR THE RIDE: Sam carefully chooses the right moment to rescue his team-mate.

ENRICA
JBA member and Sam's new partner in crime.

SPLINTER CELL DOUBLE AGENT

MODUS OPERANDI

Once again the new *Cell* is splattered with different ways to play. There's the solo mode, where a single player sneaks through the game's nine levels. There's a co-op mode, where two players play together on split-screen, helping each other through 12 maps based on areas from the full game. And finally, there's the famous online mode littered with options for Sam Vs Sam or Sam Vs Mercenaries in any combination you can think of.

ending knockbacks altogether. In practice *Splinter Cell* feels as unforgiving as it ever did.

Sam moves and feels exactly the same as he did before too. Engaging with scenery – climbing through windows, shuffling into air vents – currently requires a little too much fine placing of Sam's feet and when all hell breaks lose getting Sam up a staircase and out of trouble is a fiddly business, for all the new hostage and arrest possibilities available.

Graphics-wise the game looks great. The (limited) daylight levels give it a new look but it's only on

"LOOKS UP THERE WITH SAM'S BEST BUT IT'LL TAKE PS3'S POWER BEFORE HE TRULY FINDS FREEDOM"

LOOK AND LEARN

New for *Double Agent* are the in-game tutorials. Encounter a situation for the first time and you're invited to play a video showing how Sam dealt with a similar set up last time. With multiple ways of doing anything and *Splinter Cell*'s bewildering array of gadgets it's confusing to know whether to wade in with artillery or go for the covert option. Not any more.

next-gen where the new designs are really allowed to shine. All that said, we totally agree with the back-to-basics change to the action. By comparison *Chaos Theory* is frequently confusing and difficult to engage with. Not so *Double Agent*. The 'two sides' to the action mean this is Sam's freshest plot in ages and the size and variety of the levels show the older games up royally. On PS2 it's right up there with Sam's previous best, but it'll take PS3's power before he really finds his freedom.

SAM'S GONE TO ICELAND: The very first level is pure, familiar Splinter Cell. With some lovely ice fx.

DARK ECHO: An on-screen shadow meter shows when Sam is out of the darkness and visible.

TAKES TWO TO DANGLE: He's headlamp-free but he's lost none of his skills.

JAMIE WASHINGTON
Prison buddy and Sam's way in to the JBA.

BREAK FOR LOVE: The prison level is a set-piece-packed lesson in stealth and distraction..

SPLINTER CELL: THE NEXT GENERATION

While keen to push PS2 *Double Agent*, the fact remains that over in Shanghai work on Next-Gen *Double Agent* is well under way. We've seen the next level game in action and while the PS2 version looks great, the third-wave looks fantastic.

One level that all the games share is set in a huge, hi-tech Shanghai hotel. On Next-Gen this hotel will have over 40 floors and the action will see Sam rappelling down the side of the building in full-on, un-*Splinter Cell* daylight, able to look down hundreds of feet below him to see the people, cars and city below going about their business. On PS2 however, this level takes place at night, in a reduced height hotel. Similarly next-gen *Double Agent* allows you to talk to residents of the hotel, grilling staff and workers there for all manner of information and clues as to where to go next. Likewise a level set in the JBA HQ lets you hang out with the guards there before you go under cover and betray them.

Perhaps the greatest standout however will be the game's first level set in Iceland. While next-gen gets treated once again to full daylight and stunning new 'see-through' ice that lets you perform grab and choke moves through walls or shoot away floors to send bad guys and objects crashing down, it's not known at this stage quite how much of this will make it through to the PS2 game. Not to worry though – PS2's loss is Next-Gen's (and PS3's) gain.

ICE-BURGLAR: Sam and his buddy shimmy down a glacier in stunning next-gen Splinter Cell.

3+
www.pegi.info

Lemmings™ © 2006 Sony Computer Entertainment Europe. Published by Sony Computer Entertainment Europe. Developed by Team 17 Software Limited. Lemmings is a trademark of Sony Computer Entertainment Europe. All rights reserved.

www.yourpsp.com/lemmings

HOW MANY CAN YOU HANDLE?

Be the brains behind hundreds of mindless little lemmings.
But careful! If you let your mind wander, so will they...
..off a cliff.

"THE DRABBEST SCENERY YOU'LL SEE THIS SIDE OF BIRMINGHAM"
JACKED PAGE 52

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

SEGA RALLY 2006
Sega Rally was brilliant twelve years ago – and, sadly, nothing's changed. Find out owhat went wrong in our brutal road-test.

CASTLEVANIA: CURSE OF DARKNESS
Yes, we're bored of *Castlevania* as well, but it's back anyway. Come, feel our indifference.

FLOW: URBAN DANCE UPRISING
Breakdancing: so called because you break bones when you do it. Now it's on PS2. Good.

You want more?!
Well, there's a bit more, but we wouldn't get excited. There's *The Plan* (66), *Pac Man World 3* (67), and *Sega Classics Collection* (67). Wow, eh? Fancy a digestive?

WELCOME

Substance. That was the subtitle of the special edition of *Metal Gear Solid 2*, in fact, but it's an accurate word to express what makes Hideo Kojima's series so special, and what other games can lack in their quest to make us fall in love with them.

See, this month it came down to something of a three-way scrap for Game Of The Month. There was *Metal Gear*. There was *Toca 3*. And there was *Black*. *Toca*, of course, has masses of depth and loads of cars to race around in and mangle to unrecognisable bits. *Metal Gear* is, well, *Metal Gear* – huge, challenging, capable of touching you emotionally in a way few games ever manage and, of course, now online. And *Black*? Well, *Black*'s great – staggeringly exciting, adrenaline-pumping and, unfortunately, a bit empty, forgetting to offer the player any way to engage with it other than the most visceral. Still pretty bloody excellent, though, it has to be said.

Elsewhere, it's been a pretty good month, all in all. *Marc Ecko*, pleasingly, isn't anything like as terrible as its title, *24* worked out pretty well, all told, *Exit* on PSP was a very pleasant surprise, and we all learnt how to say 'Can we have a corned beef sandwich, please?' in Spanish, thanks to *Talkman*'s big blue bird. That idea of a united Europe just came one step closer. In a really bizarre way.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

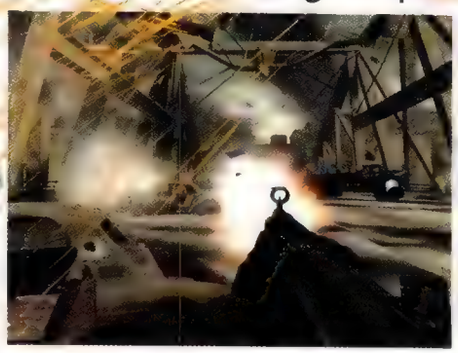
PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

BLACK

It's flashy, it's noisy, it's oh-so-stylish. Yet there's something not quite right...



PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

WS

PLAYING PS2 LONGER, HARDER, FASTER

44 METAL GEAR SOLID 3: SUBSISTENCE

Remember how amazing *Metal Gear 3* was? Now imagine it online. Glory be.

24

MARC ECKO: GETTING UP

"REMOVE THE HUMILIATION OF DODGY GRAMMAR BY GETTING A BLUE BIRD TO SPEAK FOR YOU"

TALKMAN, PAGE 72

TOCA 3

EXIT

DANIEL GRIFFITHS
When not playing *MGS3*, Dan's online time is spent on stamp-fanz.com. He's got a special Penny Black. Mrs Black's husband reported her missing. Dan told him she'd moved to Qatar.

DANIEL DAWKINS
Dan likes eBay, from where he purchases pictures of other men with beards. He can often be seen gazing wistfully at a snap of Brian Blessed and stroking his own facial hair, sighing.

NATHAN IRVINE
Nathan's enjoys the piano-rock stylings of Barry Manilow, and has illegally acquired all his MP3s. He got busted, and now faces life in jail for crimes against music. Good thing too.

ANDREW KELLY
Andy likes his online role-playing games. "I've made loads of new friends," he beamed. "There's IamKool98, Dude300, SexuallyKinked69... loads!" We worry about Andy, really.

DAVID COOK
Dave keeps a blog. It's called ihaveasmall-redmanonmy-shoulder.com, and it's all about the everyday adventures the two best buddies have. Some involve whips, suspiciously.

JOEL SNAPE
Joel enjoys internet dating. "I write down the date every site I visit was created," he said. "What? Dating *women*? What's the heck's 'women'?"

PS2 REVIEWS THIS ISSUE

FIFA STREET 2

GAMES

Metal Gear Solid 3: Subsistence pg44
Marc Ecko's Getting Up pg48
Metal Slug 5 ..... pg50
Jacked pg52
Sega Rally 2006 ..... pg54
Toca Racer Driver 3 ..... pg56
Castlevania: Curse Of Darkness pg58
Black pg60
Flow: Urban Dance Uprising pg64
The Plan pg66
Pac-Man World 3 ..... pg67
Sega Classics Collection pg67
24: The Game pg68

PSP REVIEWS THIS ISSUE

Talkman pg72
Metal Gear Acid 2 ..... pg74
Exit pg76
Street Fighter Alpha Max 3 ..... pg77
Lemmings pg78
FIFA Street 2 ..... pg80
Madden NFL 06 ..... pg81
NBA Live 06 ..... pg81

DVDS

Corpse Bride pg82
The Simpsons Series Seven pg83
Aeon Flux pg83
Red Eye pg83

THE TRUTH

Every Game Ever pg92

SanDisk — PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics — PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP DETAILS
Developer: Konami
Publisher: KCE
Players: 1-14 (online)
Memory Save: Mid
Surround Sound: Y
50-60Hz:
Widescreen: Yes

QUESTION
What's the connection between Snake's Eye, Scorpion's Kung Jin's X-

GAMEFAQS

The MON£¥ $HOT
The only place you'll get to see this sort of reversal of fortune is in online *Snake Eater* – Snake puffs on a cheeky stogie while a goon prepares to ventilate his mullety head forcefully. He's behind you!

PSM2 GOLD AWARD

ANY OLD GEAR

For completist lunatics – and almost certainly nobody else – the real treat in *Subsistence* is the inclusion of the first two *Metal Gear* games. The first tells the story of Snake's first mission with Foxhound, the infiltration into Outer Heaven that took place after Gray Fox (also known as Ninja) disappeared on a similar job. The second game was only ever released on the MSX2, and sees Snake in action in Zanzibar land. Confusingly, this Snake's actually the one from *MGS1* and *2*, and the Snake in *Snake Eater* is Solid Snake's mortal enemy Big Boss – who's the villain in the first two games. Want to be more confused? Google '*Metal Gear Solid* Plot Analysis' and mess up your head.

"OPEN THE BOX! OPEN THE BOX!"

METAL GEAR SOLID 3 SUBSISTENCE

Snake Eater: The Director's Cut offers up movies, monkeys and multi-player mayhem – and a sprinkling of the old Kojima magic.

Hideo Kojima is mental. No surprise there for anybody who's already played *Snake Eater*, of course – only a magnificent lunatic would cap an hour-long boss battle with a bit of gameplay where you spend literally five minutes clambering up a ladder, or give you a special mask that lets you punch guards in the clangers without raising their suspicions. Likewise, only a supreme fruitloop would force you to trudge past the ghosts of everyone you've killed one minute, then crowbar in some Austin Powers-style caveside-fumbling the next. And it takes a special sort of crazy to include a minigame where you chase monkeys just because you're friends with the producer of *Ape Escape*. Honestly, playing through the main game for a second time, there were moments when we wondered if Koj hadn't finally lost it.

Still, spam-mad as Kojima-san obviously is, he's also a genius, packing his work with detail, humour and inspired design that you'll never see in any other game. That's why Konami tolerate his weirder moments – the 20-minute monologues, the Benny Hill humour – and let him do his own thing. It's also why they've granted the third *MGS* the ultimate in self-indulgent directors' cuts – a lavish three-DVD boxed set featuring an online mode, an extended version of the Snake Vs Monkey bonus game, the original two *Metal Gear* games and a re-cut, non-playable version of the Snake Eater story lasting *three and a half hours*.

"ONLINE, IT'S LIKE PLAYING PROPER METAL GEAR AGAINST PROPERLY CLEVER GUARDS"

ONLINE IS FINE

Obviously, we played the online mode first. This allows you to play as a variety of characters from the games – from Ocelot to Liquid Snake, Ninja and a guest appearance from a *Rumble Roses* lady-wrestler – and comes in Sneaking, Deathmatch, Team Deathmatch, Capture and Rescue mission flavours. Whichever you pick, what's most impressive is how well *MGS* translates to online play. With minimal tinkering to the controls – a double-click of R2 now switches to secondary weapon, and L1 aiming is slightly easier – it's like playing 'proper' *Metal Gear* against properly clever guards. It's possible, for instance, to crawl through long grass and remain virtually undetectable, or

TRIVBURST

- Eight Metal Gear Solid missions.
- Four online game modes.
- Versions of the original games.
- 16 secret theatre 'out-takes'.

DOT.NET

If you haven't already, check out Kojima blog for in-depth insights into how much Koj likes Michael Crichton and pictures of his lunch. www.blog.konami.jp/es-hideoblog_e/

GAMEPIE

50% Sneaking.
10% Camping.
10% Shooting.
5% Foraging.
15% Scattering mucky books about.

TOP FIVE SNAKES

- Black Mamba
- Spitting Cobra
- Puff Adder
- Copperhead
- Jake 'The Snake' Roberts

ANSWER...

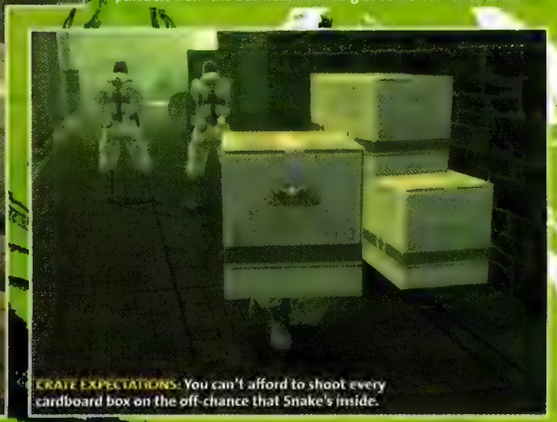
David Hayter, the voice of Solid and Naked Snake wrote the screenplays for the film versions of the latter two. Talented chap.

SNAKE VS THE WORLD

Amazingly, we didn't have all that much trouble getting *Subsistence* to work online – *or* to find a crowd of chummy Japanese teenagers who didn't object too much when we clipped them with a burst of friendly fire. Good thing, really, because online play really is excellent, with a lovely sort of camaraderie when it's all of you against one man in the fantastic sneaking mission mode. You're more likely to get frequent goes at 'being' Snake if you're high-ranked – so it's worth hunting him down as a squaddie – but everybody gets a go eventually. We can't recommend it enough.

Not one of our prouder moments – caught fleeing, even a heap of discarded grot can't distract our pursuers from the business of drilling us some new back-holes.

YOU'LL LIKE THIS, DON'T YA: When things get full-auto, soldiers start dropping like flies.



CRATE EXPECTATIONS: You can't afford to shoot every cardboard box on the off-chance that Snake's inside.

stun grenade other characters or plant claymores across popular routes. More importantly, it's also possible to use other classic *Metal Gear* items – leave a virtual bongo mag in someone else's path and they *have* to stop and look at it, giving you a valuable window to shoot their kneecaps off. Each level randomly generates a few disused cardboard boxes, too, so you're never quite sure if one of them contains an assassin. In deathmatch mode you only start with a couple of weapons, so it's a serious decision whether to go for the Scorpion (perfect for in-fighting) or SVD (excellent if you can get up to a rooftop, but you're stuffed otherwise).

Team modes work well too, forcing co-operation and chatter – though our Japanese isn't amazing, we managed to make out just enough to pull a beautiful pincer movement on two GRU members staking out the plastic frog (Koj is mental, remember?) that takes the place of the more-traditional flag. Best of all are the sneaking missions. Here, one player is Snake, taking on between two and seven Ocelot unit troopers. Snake's mission is to get one of two objects on the level to one of two checkpoints. Meanwhile the Ocelots' aim is to kill him. The odds might seem stacked in the Ocelots' favour, but Snake's got a wider variety of weapons, and – depending on where he is, how much camo he's wearing and how much he's moving – Snake gets varying degrees of invisibility. The resulting scrap's like the most violent playground scuffle ever, with everybody firing wild and shouting at each other (it works with the *SOCOM* headset) if they catch a glimpse of Snake. It's not quite as beautifully balanced as *Splinter Cell*'s Spy Vs Merc mode, but for sheer fun it's unbeatable. It also benefits from a new camera system (that's available in the main game too) pitched slightly lower and more stable than normal, it's supposed to reduce the motion-sickness that some wimps got on playing the original. That said, we barely noticed the difference and switched back to the Default setting after two hours. Then we were inexplicably, violently sick. No, not really.

"LEAVE A VIRTUAL BONGO MAG IN SOMEONE'S PATH AND THEY'LL STOP AND LOOK AT IT"

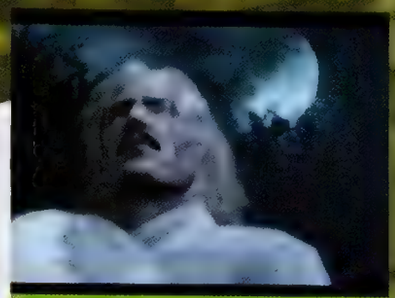
MSX FACTOR

Other inclusions aren't so impressive. The *Metal Gear* games – both originally designed for the MSX – have been translated from their current mobile

SNAKE THEATRE

Cultural differences? Kojima a bit too convinced of his own genius? Whatever the reason, the vaunted Secret Theatre clips – Toy Story-style out-takes from the main game – completely failed to nail us in the funny bone. Examples? Think Snake playing rock/paper/scissors with Boss, or 'hilariously' being given a joke cigarette-lighting gun for a laugh. The solitary funny is when The End falls in love with Eva and crawls around after her for the rest of the game, tranquilisng Ocelot in the neck whenever he tries to grope her. Koj – stick to the monologues, OK?

Ah, the 'isn't she pretty?' effect. Last funny in Wayne's World, and that was meant to be ironic.



Yes, it's Sokolov... but he's wearing a wig! Note to Konami: this hasn't been funny since 1979.

CHIN LIKE FLYNN: Bok! Basic versions of the CQC moves are available to even the lowliest grunt.

phone editions, and they're about as solid an argument for the awfulness of retro games as you'll see anywhere. The basics of the gameplay are virtually unchanged – the hide 'n' seek dynamic, the 'Reee!' alert noise, the lengthy Codec chats – but Snake's reduced to a tiny fat blob and everything's in 2D. Amusing historical lesson, then – but rubbish. Similarly, you'd need to be a phenomenal masochist to sit through the game-less film version of *Snake Eater* on the 'Existence' disc, a re-cut version of the game that reminds you just how unnecessary and stilted a lot of the chatter sounds. To be fair, a lot of scenes bear repeated viewing – virtually all of the boss's endings are worth watching again, as is the now-traditional Snake-gets-a-kicking bit and every one of the fights – but make a non-gamer watch it and they'll be squirming at first, then dozing soon after. The Monkey Vs Ape missions are sort of OK, but just feel sort of pointless. Unless you're a diehard fan of quirky Japanese gaming, you'll probably find

SNAKE SHALL NEVER KILL APE

...but he *can* tranquilise them. In a way, Monkey Vs Snake is a welcome return for the classic *Metal Gear* VR Missions – here, your objective is simply to tranquilise various chimps, then touch them to teleport them into captivity. The difficult bit is actually *finding* the little b... er... primates. They perch on trees, dangle off ledges and generally hide in the last places you'd expect. Of course, if it all gets a bit too taxing, you can simply lob a stun grenade in and hope for the best.

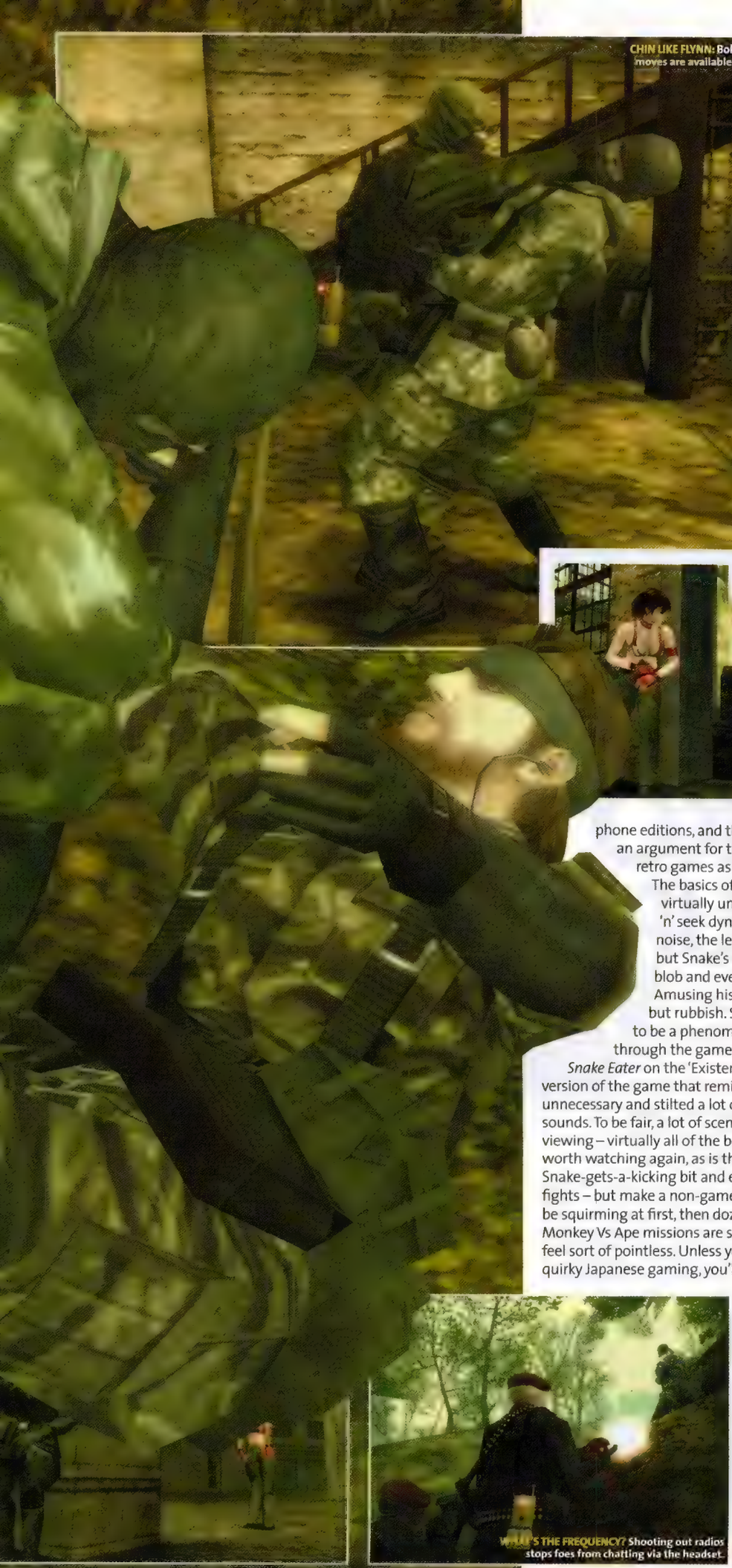
If you see a crowd of siren-headed simians, it's impossible to resist the temptation to stun-grenade the lot.

UP AND AWAY: Tch. Taking on enemies on elevated ground, eh? Haven't they seen The Rock?

yourself wondering why they didn't go the *Metal Gear Substance* route and include some proper VR Missions. This edition also includes an unlockable Boss Attack mode and the inevitable 'European Extreme' difficulty, but you won't play them much.

As an import buy, *Subsistence* doesn't make a whole lot of sense – it's all in Japanese and online connection's pretty tricky, so you're probably better off waiting for a UK edition. If you haven't played *Snake Eater* before, this is the definitive edition of a fantastic game though, and we'd recommend it without hesitation. Ultimately, if you've already been through the Pain and the Sorrow and the Fury, you're going to end up watching the *Metal Gear 4* trailer – also included on the Existence disc – and find yourself gagging for another 'proper' sequel. Snake with a Tom Selleck 'tache and a tiny robot chum? Now *that's* mental. **Joel Snape**

■ *Got a Japanese machine? Then import this now.*



WHAT'S THE FREQUENCY? Shooting out radios stops foes from chatting via the headset.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Sublime. Some of the best on PS2. – The revised camera system isn't great.	+ Excellent – both online and in the main game. – Koj's madder moments tend to grate a bit.	+ Harry Gregson-Williams – we salute you. – That theme music's a bit too Bond-cheesy.

LIFESPAN

If you haven't completed the main game already, that's a good fourteen hours – and then there's the online to dabble with

MINUTES ——— YEARS

IT'S BETTER THAN...
METAL GEAR ACID

IT'S WORSE THAN...
METAL GEAR SUBSTANCE

Basically pointless if you aren't going to take it online, but an excellent version of a phenomenal game. Wait for the English translation to get the most from it.

90

INFOSTRIP

DETAILS
Developer: The Collective
Publisher: Atari
Players: 1-2
Memory Save: 433kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

QUESTION...
I've never seen such a brand-heavy game. Is Marc Ecko all about the dollars?

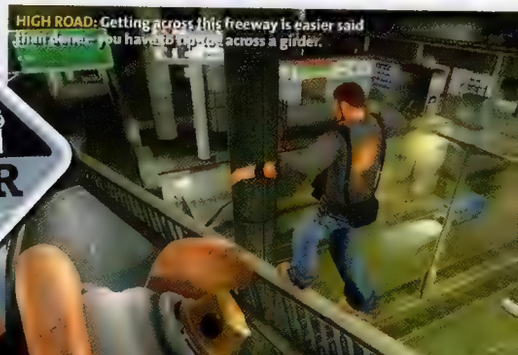
PUBTALK
The smart arse thing to say down the boozer.
"At age 20, Marc Ecko started his clothing company with six T-shirts and a can of spray paint. He's now one of the richest people in the world."

GAMEFAX
Original
Action
Official License
Hard

TRIVBURST
- Hundreds of different tags to unlock.
- Two-player 'beat down' mode.
- Huge, excellent, licensed soundtrack with an in-game iPod to twiddle.

The MON£¥ $HOT
Polishing off a vast piece of graff without any drips requires a steady hand. In a strange way, you actually feel like you're painting in real-time. Now that's clever.

PIPE DREAM: You really feel the impact when you crack someone over the head with a heavy steel pipe.



HIGH ROAD: Getting across this freeway is easier said than done – you have to hop across a girder.

PSM2 SILVER AWARD

"LET US SPRAY"

MARC ECKO'S GETTING UP

CONTENTS UNDER PRESSURE

Suspend your disbelief – this urban spray-'em-up is actually *good*.

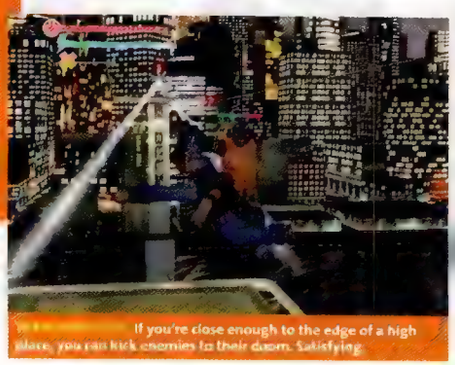
Let's be honest – when you first heard about *Ecko* you thought it was yet another cynical attempt to capture the elusive 'yoof market'. Yet compared to this, *50 Cent* is as 'street' as a rambler's footpath. And not only that, look beyond its stylings and you'll find a game that deftly blends the very best bits of *Def Jam*, *Prince of Persia* and *The Warriors*.

"Hold on a second! Vandalism is *wrong* and this game is a bad influence on 'the kids'!" we hear you yelp; but don't worry – hero Trane is on a mission to disrupt the nefarious plans of an evil totalitarian government bent on controlling the masses. Obviously. So when he scrawls his name over someone's front door, he's doing it *for the good of the city*. OK? OK. Glad we cleared that up.

Your goal in New Radius (it's a bit like New York) is to 'get up' (climb) and reach 'heaven spots' (high places) to 'tag' (vandalize) walls with paint, posters and pens (stationery). You aren't some petty vandal though – you're smearing the city with anti-CCK propaganda. The CCK? They're sort of like the Met, only they wear gas masks and keep the public in line by beating them up. Hmm...

ROUGH AND TUMBLE

Scrapping in *Getting Up* reminds us of *Def Jam*. Obviously it's nowhere near as well-rounded, but it's just as brutal. Trane has a slew of kick/punch combos, as well as special 'diss' moves that can be unlocked. You can grapple, throw and use melee weapons including bin lids, baseball bats and bits of old pipe. It can feel a little sluggish at times and enemies (often hapless construction workers) seem to take an age to defeat.



If you're close enough to the edge of a high place, you can kick enemies to their doom. Satisfying.

TOP 5 ECHOES

- In a tunnel.
- In a cave.
- The biscuit.
- The dolphin.
- Marc Ecko.

GAMEPIE

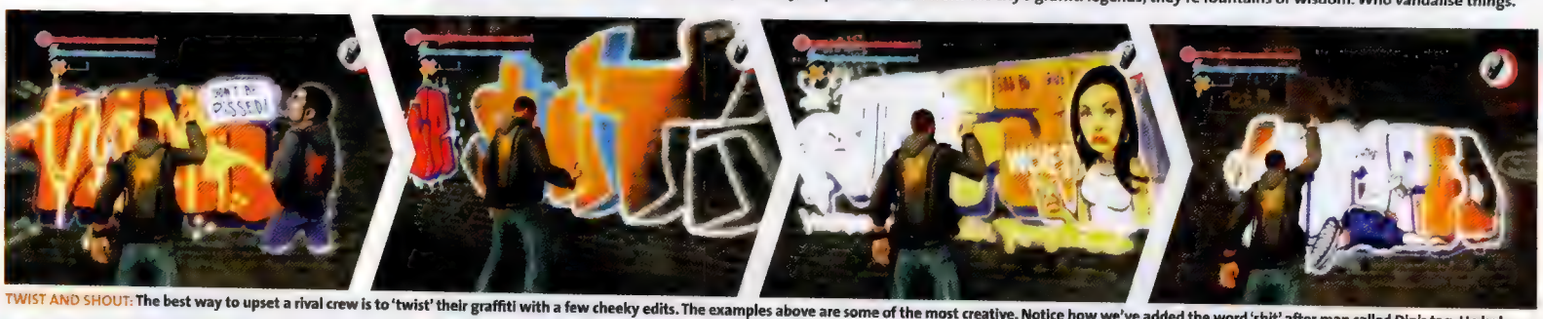
40% Spraying
20% Jumping
20% Brawling
20% Falling

ANSWER

Since 2000, Marc Ecko has been funding the Tikva Children's Home of Odessa, a Ukrainian orphanage. Word.

HOW TO GET UP

First of all set your alarm really early... Only joking. There's a lot more to getting up than just climbing – you have to know how to outsmart and offend rival crews, where the best spots are and, most importantly, respect and learn from the city's graffiti legends; they're fountains of wisdom. Who vandalise things.



TWIST AND SHOUT: **The best way to upset a rival crew is to 'twist' their graffiti with a few cheeky edits. The examples above are some of the most creative. Notice how we've added the word 'shit' after man called Dip's tag. Ho ho!**

TRAIN OR SHINE: **Covering this speeding train in graff is a good way to earn a reputation as the city's most fearless writer. Leaping to another train as a narrow tunnel approaches is a particular thrill. Could it *be* more exciting?!**

LEARN YOUR KEEP: **You can leave smaller 'freeform' graffiti anywhere in the level. You start with marker pens and paint, but later on you meet city legends who'll teach you other skills, like posters and 'wheat paste' murals. Tasty.**

Appropriately, 'getting up' is the best thing about *Getting Up*. The *Prince Of Persia* influence comes into its own with the platforming sections, which are free-flowing and intuitive. Trane is incredibly agile and can clamber up almost anything, meaning you often begin a level at its lowest point, your goal being to reach the highest.

KILLER INSTINCT

Pressing L2 activates 'instinct' mode, and those heaven spots flash up as Trane's trademark orange cross. Now look around and try and figure out how you're going to get up – pipes, fences, walls, lamp posts, cars, dumpsters and hundreds of other everyday objects must be taken advantage of. It's figuring these routes out that makes this so fun.

There's a bit on a moving train that's one of the most exciting things we've ever experienced in a game. You have to tag the side of each carriage as it speeds along, dodging overhead signs and leaping between trains to the tune of Kasabian's storming 'Club Foot'. Yes, the soundtrack is excellent – mainly hip-hop, but with a welcome selection of soul and modern indie too.

The actual process of painting on walls (or 'tagging') is similarly well-realized. Approach a blank wall and a silhouette of your available designs will appear. Flick through them with the D-pad to find an appropriate tag and then squeeze R1 to enter graffiti mode. You can press either ⊡ or △ to paint, △ being the fastest, but also the most likely to drip. You see, if you don't keep the can moving then drips form, lowering your score and ruining your piece.

As the game progresses, other forms of graffiti become available. You can slap up posters, use 'wheat paste' (glue and paper), draw murals and, our favourite, use a paint roller for a big-scale graff. Some of the pieces are actually really creative and, in some cases, Trane twists rival gangs' graffiti to say other things. In one particularly entertaining set-piece, you abseil down the side of the CCK HQ and paint "FU" before their logo for the whole city to see, and in another you destroy letters in a giant neon sign to spell your own name.

Getting Up is a varied, engrossing action platformer with an excellent story, a likeable lead character and dozens of memorable set-pieces. Our only gripe is with the sluggish combat and the fact that every enemy seems to have health levels usually reserved for boss characters. But thanks to a remarkable amount of mission variety, the fact that it follows the same basic routine throughout barely seems to matter. Don't judge it on the fact that it's a bit 'street', this is a quality game and our surprise hit of the month. **Andy Kelly**

■ *Get it up from February 17th.*

"IT'S VARIED, ENGROSSING AND FULL OF MEMORABLE SET-PIECES. THE SURPRISE HIT OF THE MONTH"

HEAVEN'S DOOR: **The higher you get the more points you gain for a tag.**

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Quality platforming and excellent set-pieces. – Fights feel needlessly lengthy at times.	+ Good character design. Epic in scale. – Almost every level is awash with grey.	+ Excellent music and voice acting. – Trane grunts far too much during combat.

LIFESPAN

There are over 30 levels, all of which are reasonably lengthy. You can also unlock characters for two-player mode and other goodies.

MINUTES — YEARS

IT'S BETTER THAN...
POP: TWO THRONES

IT'S WORSE THAN...
GTA: SAN ANDREAS

From small-time scribbler to the saviour of the city – Trane's story is as engaging as anything you can mention making this one of PS2's finest action platformers.

88

The MON£Y $HOT
One small man/woman versus the metallic might of the Rebellion army. It's a classic gaming face-off, but isn't it all getting a bit samey?

DETAILS
Developer: SNK
Publisher: Ignition
Players: 1-2
Memory Save: 98KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"The name *Metal Slug* isn't a reference to the many bullets the fill the screen, but the tank that our heroes get to use in selected missions."

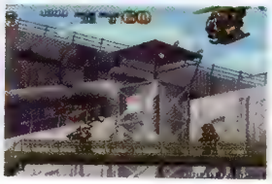
GAMEPIE
74% Hopping and shooting.
18% Fighting huge, sky obscuring bosses.
8% Making use of the Continue option.

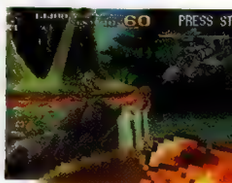
GAMEFAX
Old Skool
Sequel
Action
2D Shooter

TRIVBURST
- Quite a complex plot about the defection of a caring General to the Rebellion (the bad guys).
- But basically the same game as ever.

TROPHY CABINET

You'll rattle through the Arcade mode in under an hour because in order to stay true to its arcade roots, *Metal Slug* gives you the option to continue every time you die. And it takes a will of iron to turn it down as it's so much easier to just press START than blasting through the game for the second, third of fourth time. Once you've finished, there IS an incentive to replay the game – to complete the Trophy Room, a screen full of random objects that you can collect in the game such as cats, birds and dog turds. All you have to do is save a few hostages and hope they've got something completely random to give you. Then you're the big winner.





"TIP SOME **SALT ON IT**"

METAL SLUG 5

As entertaining as it's always been which, this time, isn't a good thing.

M*etal Slug* has forced itself into a very awkward situation, and here's why. The reason it's still fondly thought of by many gamers is because it's a glimpse into our gaming past, when hours would be spent in grubby arcades or in front of home computers, dodging fat bullets, hammering the fire button and rattling up high scores. It functions as an old-school gaming comfort-blanket that guarantees you a warm, secure feeling with its simple gameplay, chunky graphics and dumb humour. Basically, it's successful because it's set in its ways.

But if you're going to make a series of games that total up to five, there has to be some sort or progression, a feeling that you're getting an enhanced experience with every new instalment of the game. Quite simply, it has to develop – which is exactly what *Metal Slug* can't do, as its whole charm is based on being a sort of gameplay time capsule. So that's *Metal Slug*'s big problem – it's retroed itself into a corner and, consequently, is starting to look tired, scared and a bit desperate.

A SLUG'S GAME

We all know what to expect from a *Metal Slug* game – small bandana'd man with large gun takes on whole army. Throw in some epic boss battles, a touch of 2D platforming and some hostage rescuing and it makes for retro gold. *Metal Slug 5* has all this, and what's more, the bouncing and shooting is crisp and accurate, with no slowdown, no matter how cluttered the screen gets with tanks, bullets and other such fodder.

Metal Slug 5 is as good as any other *Metal Slug* and that's its problem. You can experience the same thrills by picking up a copy of *Metal Slug X*, released for PSone four years ago. While games such as *Neo Contra* or *Alien Hominid* have attempted to revamp the 2D shooter, *Metal Slug* simply hasn't changed.

Metal Slug 5 also suffers by being an incredibly lightweight package – there's the main Arcade Mode and a few difficulty settings, but there's only about 30-40 minutes worth of fresh gameplay, which immediately makes even its budget price seem quite expensive. The game still has plenty of charm, but that alone isn't enough to justify £20 on a paper-thin, pseudo-nostalgic button basher. **Dave Harrison**

■ Metal Slug 5 *is out now*

PSM2 VERDICT

GAMEPLAY
+ Simple and satisfying shooting.
– Same as ever – with no surprises.

GRAPHICS
+ 2D and stubbornly proud of it.
– Purely old-gen handheld standard.

SOUND
+ The music is pleasantly old-school.
– The constant gunfire can do your head in.

LIFESPAN
With liberal use of the Continue option, you'll rattle through the game in about 30 minutes. Sheesh.
MINUTES — YEARS

IT'S BETTER THAN...
METAL SLUG 4

IT'S WORSE THAN...
ALIEN HOMINID

As good as any other *Metal Slug*, but the series' once quaint and endearing gameplay is starting to lose its charm and look a bit tired.

54

From the creators of
ICO
"NO OTHER GAME CAN MAKE YOU FEEL LIKE THIS."
9/10 - Official PlayStation®2 Magazine
"IT'S GORGEOUS, IT'S UNIQUE BUT, ABOVE ALL ELSE, SHADOW OF THE COLOSSUS IS A SUPERB GAME."
93% - Play

INFOSTRIP

DETAILS
Developer: Sproing
Publisher: Explosiv
Players: 1-2
Memory Save: 244KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"The Hildebrand & Wolfmüller was the first motorcycle available for purchase in 1894. "

GAMEPIE
25% *Pursuit Force*...
25% ...plus *Burnout*...
25% ... plus *Road Rash*...
25% ... equals this crap.

GAMEFAX
Driving
Violent
Budget
Hard

TRIVBURST
- 24 tracks, 18 bikes and six playable characters to race with
- Eight game modes, like Time Attack, Gang Battle and Survival.

The MON£¥ $HOT
One of the very few high points is hitting the ramp at full tilt and setting a new jump length record. No, really, this is as good as it gets.

THE FAST AND THE BLURRIEST: You do get a relatively quick sense of velocity at top speed.

JACK OFF

Taking a leaf from *Pursuit Force*'s book of death-defying stunts, *Jacked* features a similar set of aerial 'jacks'. But they're rubbish. You see, just drawing level to your chosen victim and smashing him about head and neck with a bat is difficult. Then you've got to hit ⊗ at just the right moment to sail through the air. It sounds great, but it looks lame. There aren't any flying kicks, elbows and not so much as a clothesline. No, you just land on them, they fall off and then you've got to cling on for dear life as the bike suddenly jerks into a massive nitro burst. Why? To prove that you can handle your new ill-gotten beast, we presume. On the plus side you do get to keep it for the rest of your career. Or the ten more minutes you can be arsed to play. Whichever comes first.

"JACKED IN THE BOX. WHICH IS WHERE IT SHOULD STAY"

JACKED

Only slightly more enjoyable than falling off a bike and feeling the asphalt melting your skin like butter. *Slightly*.

CHEEKY KNOCK: Punch your opponent in the noggin and then hit ⊗ to steal his ride. He'll fall to the floor and most probably die.

NITRO: A-GO-GO: The bike will immediately set off at top speed. If you can cling on for the duration you get to keep it.

And so it continues. Yep, here's another title chiming loudly the 'end days' of our beloved PS2. *Jacked* might not be single-handedly bringing Sony's machine to a juddering halt, but this hackneyed racer has 'cheap and cheerful' shot through it.

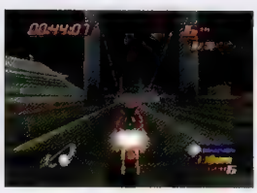
Fifteen years ago EA's *Road Rash* showed just how much fun you can have racing motorbikes and punching men in the helmet simultaneously. A decade and a half later we have *Jacked* attempting to recapture that game's self same balance of combat and racing action. And fails miserably. *Jacked* is packed with modern-day innovations – there's a nitro system that powers up like in *Burnout*, power-slides and *Pursuit Force* style 'jacking' of vehicles (see Jack Off box) – but you'll play it with all the gusto of a man with severed hands eating vinegary chips.

For starters, while there's a decent sense of speed, your *Jacked* bike handles like a boat. Try to take a corner at speed and you're dead. While *Burnout* buffers you round corners with clever curves, *Jacked* puts up a wall or a set of steps to stop you dead in your tracks. It takes skill to judge road patterns – as in real life – but you can't help feeling robbed as the chasing pack zoom past you in a haze of exhaust fumes, ignoring racing lines and suchlike entirely. As you'd imagine, the quality of the bikes you get to ride does improve with progression through the career mode (a mix of time trials, gang battles and races) but not enough to justify the extended play the game demands.

JACK AND ILL

It's all doubly disappointing because, as we said, *Jacked* is rammed with good ideas. You've got ramps to launch off – setting new distance records as you go – there are wieldable weapons like crowbars and bats to bash your opponent with and – hey – you can even lob grenades. But it all comes wheel-spinning back to those niggles again, the most annoying of which is *Jacked*'s attempts to include a way for you to carry on riding after you've been pummelled around the head. The game breaks down into slow-motion and you've got to tap L1 to regain your composure. Simple. Well it should be, but miss a beat and you'll be chewing tarmac again. Thanks. It's pathetic and, coupled with roadside scenery that's the drabbest tarmac you'll see this side of Birmingham, it's just another reason why *Jacked* is a sorry sign that we're on cusp of being buried under budget titles of this same half-arsed calibre. Save us, PS3. Quickly. **Nathan Irvine**

■ *Jacked is screeching into stores right now*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Racing, stunts and high-speed battles are OK... – ...but it's so frustrating, you'll tire of it soon.	+ Big and bolshy visuals and some nice physics. – Clipping is poor and so are the environments.	+ Nice engine touches with high-end bikes – Lower-spec bikes sound like Joe Pasquale.

LIFESPAN
There are loads of tracks and bikes to unlock. But there aren't any rewarding features to make you want to come back for more.
MINUTES — YEARS

IT'S BETTER THAN...
CRAZY FROG RACER

IT'S WORSE THAN...
BURNOUT REVENGE

30p of each copy sold goes to a good cause. But instead of forking out twenty notes, donate £10 and use the rest to toast your generosity down the pub.

34

The creators of ICO™ confront you with the biggest adventure of your life. Your task is this: in a distant land, alone but for your horse and armed with only a sword and a bow, you must conquer monstrous creatures, each the size of a mountain. Fail, and your hopes and dreams will be lost forever. Are you brave enough to accept the challenge?

www.shadowofthecolossus.com

The MON£Y $HOT

Want a *Sega Rally* machine? No need anymore – Sega has kindly ported every element of the arcade experience across to PS2.

"SOMETHING'S WRONG UNDER THE BONNET"

HISTORY REPEATING

Sega Rally 2006 isn't the first follow-up to 1995's *Sega Rally*. A sequel appeared in the arcades in 1998 (and subsequently, on consoles and the PC) featuring more cars and stages than the original's Lancia Delta/Stratos/Toyota Celica WRC and Desert/Forest/Mountain/Lakeside offerings, respectively. Just like this latest update, however, the first sequel completely missed the point of *Sega Rally*'s appeal, failed to capture the arcade rally crowd with its soulless quality and was ultimately left confused and bewildered, eating the original's dust.

EVO CRUISE: *Sega Rally 2006* is proof that, like electric lemons, some things in life really are best left untouched.

SEGA RALLY 2006

Sega get under the hood of a real classic and tinker with one of their most successful racing franchises to make it fresh for 2006. Still, if it ain't broke don't fix it.

Nostalgia can play cruel tricks. Take the Lancia Delta HF Integrale. In its day, a fabulous car whose absurdly masculine, aggressive lines would frighten most of the hot-hatch brigade bonnet-first into the nearest hedge. But as desirable as it may have been, these days it becomes a shocking and depression-inducing reminder of just how quickly automotive technology has moved on.

In this respect it has one thing in common with *Sega Rally*, which, like the Integrale, belongs to another era. Released at a time when racing games didn't really require you to use the brake pedal, it was the perfect arcade racer – bold, brash, colourful and wonderfully excessive. It was an exhilarating, beautifully balanced journey through some state-of-the-art graphics.

These days it looks... unfussy. That's progress for you. Having said that, for anyone familiar with the original it retains an undeniable charm. And crucially, under the rusting graphical bonnet the finely tuned gameplay mechanic has retained much of its power and as such still manages to deliver an arcade racing experience able to shame many of today's efforts. Not convinced? Then try it out for yourself. The Japanese boxset of *Sega Rally 2006*, the update of this much-loved franchise (which we'll get on to in a paragraph's time), includes a bonus disc featuring the original game. And short of replacing your living room sofa with the monstrous arcade cabinet, this is the most accurate version of the original you're ever likely to experience at home. It's all here – the sights, the sounds and that unforgettable gameplay.

You couldn't wish for a better yardstick with which to measure the worth of *Sega Rally 2006*, then. As an update and potential successor to the long-lost arcade rally throne, you would hope it to retain the core values of the 1995 original while updating the technological aspects. That's what the name suggests, after all. Sega, however, clearly had different ideas when they put this together, because what they've come up with is a royal balls-up, a lacklustre piece of digital rallying which, like Prince Harry, worryingly bears little to no resemblance to its predecessor.

The most obvious lack of lineage has to be the graphics. Not only has Sega erroneously opted for a realism-based approach rather than supercharge the game with vibrant arcade hues, it's also done very little to uphold the series' reputation for cutting-edge technology. *Sega Rally 2006*'s looks are functional at best and effortlessly overtaken by those seen in the majority of recent PS2 racers (check out Toca 3 on page 56) while the 'pop-up' evident throughout as the scenery builds ahead of you is presumably an ironic statement on racing games of yesteryear.

TRIVBURST

- 11 cars including The Lancia Stratos as well as Delta Integrale and Toyota Celica
- African, North American, European, Scandinavian, Asian and Circuit courses

DOT.NET

www.segarally.com, the official site, offers plenty of info including a full car line-up, history notes, game content summaries and downloads such as wallpaper. All in Japanese, though.

GAMEPIE

60% Accelerating
35% Powersliding
5% Braking
0% Overtaking
0% Being hurt

TOP 5 SEGA RACERS

- OutRun
- Sega Rally
- Daytona
- Super Hang-On
- Super Monaco GP

ANSWER...

Yes it is. The late Richard Burns' 2001 World Rally Championship was a regular visitor to the PSM2 office until it got beaten up by Smarty's son.

SUBER-VROOM: On some stages you don't even have to lift off, let alone touch the brake button.

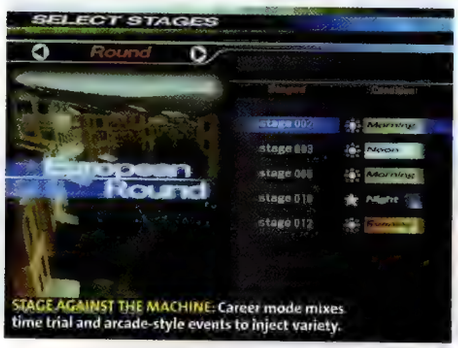
RUBBING'S RACING: Opponents are effectively moving chicanes with no notion that you exist.

CAN YOU FEEL THE FORCE?

Both *Sega Rally* and *Sega Rally 2006* offer support for Logitech's GT Force Pro wheel. Be aware, however, that there is virtually no force feedback on *Sega Rally* while *2006* simply resorts to crude and seemingly constant vibration. More important, perhaps, is the fact the latest game offers far better control when using the DualShock, and, appropriately given its heritage, via the D-pad.

POWER FEARING: Force feedback on *Sega Rally* is suspiciously light, but at least the game is playable using a wheel.

RUMBLE STRIP: *SR2006* with a wheel is a bone-shaking, hair-tearing experience. Best stick to the DualShock.



STAGE AGAINST THE MACHINE: Career mode mixes time trial and arcade-style events to inject variety.

HANDLE SO.LO: Amazingly, there is no multi-player mode of any kind on offer. Tsk.

The stages themselves are suitably short, often around the one-minute mark, while their design combined with the (rightfully) undemanding handling model encourages very silly speeds while throwing the car sideways with reckless abandon. At least, that's assuming you're not using the chase cam view which, interestingly, makes you look as if you can't get out of first gear. Stick to the bonnet cam, however, and a flawless run through a stage can be an intense and reasonably rewarding ride.

Speaking of rewards, every time you make it on to the podium at the end of a series you unlock a new one. Eventually you'll get bored, though, and open up the Career mode which sees you start at the very bottom of the rallying ladder with a view to working your way to earning a drive with a works team. Sure, it's nothing you won't have seen before – you determine which rounds to enter every month, upgrade your car with prize money which is soon boosted with sponsor revenue – but it does at least provide some longevity.

By this point, however, you'll have realised it's simply not enough to shake off the fact that the main attraction of *Sega Rally 2006* – and arguably the only reason to buy it – is the copy of *Sega Rally* arcade that comes with it. Nostalgia may be cruel, but it's also powerful. **Joao Diniz Sanchez**

■ *You can import* Sega Rally *now.*

"THE POP-UP EVIDENT THROUGHOUT IS PRESUMABLY AN IRONIC STATEMENT ON RACING GAMES OF YESTERYEAR"

LOOKING SHABBY

The overall presentation is equally old-fashioned, with underwhelming menus, progression screens and victory sequences. You can't help but feel the game has been rushed or, more realistically given the fact it was originally scheduled for 2005, made on a very limited budget.

On a brighter note, things improve a little once you get out on the track. The Arcade mode takes its inspiration from the game's coin-op ancestry and offers a number of increasingly tricky series featuring four stages each (some are reworked versions of the original *Sega Rally* stages). The structure is also identical and has you starting last and needing to overtake the competition while reaching the next checkpoint before time runs out.

PSM2 VERDICT

GAMEPLAY

+ Reasonably fun.
– Can't match the excitement or finesse of the 1995 original.

GRAPHICS

+ Technically better than *Sega Rally's*...
– ...but still mediocre by today's standards.

SOUND

+ It has some.
– Uninvolving engine sound, terrible soundtrack.

LIFESPAN

Arcade mode lasts a few hours, but Career, if you can be bothered, should offer weeks of regular play.

WEEKS — YEARS

IT'S BETTER THAN...

USA RACER

IT'S WORSE THAN...

TOCA RACE DRIVER 3

A soulless update, overshadowed by its 11-year-old ancestor and unfit to carry the *Sega Rally* name. Get it for the conversion of the 1995 original, though.

6/8

INFOSTRIP

DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1-12
Memory Save: 112kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

QUESTION...
What are the big numbers for *Race Driver 3*?

PUBTALK
The smart arse thing to say down the boozer.
"I'd already wheelied a monster truck the length of the pit straight, so I went into F1 instead."

GAMEFAX
Racing | Network Play | Realistic | Sequel

TRIVBURST
- The cars go right back to the 1930s, but unlike *GT4*'s ancient carts, they're actually worth driving
- Realism options include failing radiators, exploding tyres and empty fuel tanks

The MON£Y $HOT
Sticking a Ferrari into a Lamborghini in a shower of debris... this is what the way to work is like in our heads. In reality, it's a bumpy ride on a squeaky bicycle.
PSM2 GOLD AWARD

TRUCKING HELL

Quite why there aren't more monster trucks in games we don't know – you'd think the two things were a perfect fit. So we've got to hand it *Race Driver 3* for giving us these low-revving but stupidly powerful machines and letting us race them. And then letting us do wheelies. Their anti-gravity, balloon-tyred feel is captured perfectly and they're just crying out for their own damage-heavy, smoke-wreathed, water, jump and cliff-strewn game... Codies? Anyone?

MONSTER MASH You've got to admire any vehicle that's too tall to get in without a ladder, yet has room for shopping.

"LIVIN' LA VIDA TOCA 3"

TOCA RACE DRIVER 3

A jack of all trades that's somehow mastered most of them. Hey!

T*oca* has evolved probably more than any other driving game. From its PSone roots in British Touring Cars (hence the Toca name, actually the governing body of that series) it expanded into World Touring Cars before hitting PS2 and getting personal. The first *Race Driver* variant focused on Ryan McKane and brought storylines to driving games, and though this side of things was scaled down even by the excellent *RD2*, it's still here. Or at least, your Scottish mechanic is, giving advice

"MONSTER TRUCKS, KARTS, LORRIES, LAWNMOWERS... IT'S ALL HERE"

and trying to kiss you in brief cut-scenes. He gets a bit overexcited if you do well y'see...

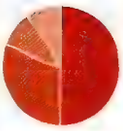
Having eased back on the story side, *Race Driver 3* has simply expanded instead. Massively. Not even *GT4* has the same breadth of machinery and events. Monster trucks, lawnmowers, karts, dune buggies, rallycrossers, lorries, oval racers, vintage, F1, touring cars... it's all here. And, more importantly, it's almost all exceptionally good.

Most improved is the rallying, the one aspect of the previous game that really let it down. Off-road stages now generally share the fast, sweeping nature of the tarmac circuits, and the cars no longer feel as if you've got five fat hitch-hikers, four flat tyres and only three usable gears. The rallying is the weakest, and feels not so much old school as just old – the stages are very noticably thin, painted tunnels full of incongruously solid objects. Nicky Grist's pace notes are a little too dumbed down, as well. However, the rallycross and various buggy and truck events, where you race against other cars, are far more enjoyable. The swooping, bumpy

TOP 5 RACER'S REAL NAMES

- Dick Trickle
- Greg Biffle
- Lake Speed
- Hut Stricklin
- Scott Gaylord

GAMEPIE



50% Swapping cars.
30% Breaking glass.
10% Drifting.
10% Monster truckin'.

ANSWER

Up to 21 cars per race, more than 70 vehicles, more than 80 circuit layouts, 120 championships and 35 race types.

OPEN SEASON: One minute you're leaping a truck, the next you're banging wheels with Schumi wannabes. Nice.

BEST OF BRITISH

Believe it or not, there are things the UK does well besides feeding infected cows to other cows, queueing, creating terrible food and moaning about the weather. Motorsport, for instance. Many of the best teams and manufacturers are British, and our tracks are historically superb too. Often the finest of the world's drivers move up through UK series – even the young Ayrton Senna made his name in Formula Ford. Compare these tracks to the others in *RD3* and you'll see why.

BRAND EXTENSION: Brands Hatch appears in long, 'GP' form with the new Dingle Dell corner, though the short version is old...

CAR PARK: Oulton Park has two ultra-fast blind bends.

KING OF THE CASTLE: Castle Combe – bumpy and quick.

PARALLEL PARKING: Mondello Park excels with tightening radius corners, a blind-entry hairpin and lots of overtaking chances.

SNETT PROFIT: Snetterton's high-speed curves scare us.

STONE COLD: Silverstone's first third of a lap is genius.

A BIT BUGGY: Even the off-roaders are quick, and each type requires different skills. These are pretty roadcar-like.

RIGAND CLEVER: Big heavy trucks are all about momentum and, believe it or not, accuracy.

AMERICAN BEAUTY: A sexy beast like this Corvette likes it sideways...

tracks which mix dirt, sand and tarmac together are great. Overall, it's a massive improvement.

CAR WARS

Perhaps the most striking thing is just how different each car is to drive. The game's new structure hustles you through the ranks, from bike-engined specials to full-on F1 cars, and never leaves you in one seat for long. Yet each new car has something new to learn – some go quicker if you powerslide, most go slower; some ride the curbs well, others might even roll; some grip, some don't; some stop quickly, some don't... And so on. Even the engine characteristics are different, affecting your gear changing. It's an impressive trick, and far removed from the 'here's a new car, it's the same but a bit faster' approach of many other games. Not naming any names. Not even if you want us to. Not even if this info is, um, 'most wanted'...

The faster and swoopier the track, the better *Race Driver 3* feels. It's perhaps no surprise, given its heritage, that British circuits such as Snetterton, Donington Park and Castle Combe really stand out. And although you can't really complain about the likes of Bahrain and the altered Hockenheim, these modern 'facilities' really do demonstrate how F1 is killing racing. Modern tracks are dull on purpose. Still, never mind, just select Mondello Park in Ireland instead and have some real fun.

You'll have to watch out, though. The series has never managed to drop its penchant for spinning you off the track at random times, perhaps even on the straight. The AI drivers like to get their nose alongside your back wheel and then turn into you, looping you round uncontrollably – even full opposite lock won't change a thing. It's irritating. And it's doubly irritating because, the rest of the time, the crowds of racers are just entertainingly aggressive – punishing your mistakes by repassing, moving over to block your passes and generally trying very hard. Outright dirty driving is unnecessary, even if it's only because they're dumber they often seem.

Happily, the pleasure outweighs the pain and, even without the fancy lens blur effects of, say, *Burnout*, the sense of speed is huge. What's more, there's no more hectic racing available anywhere else. *Race Driver 3* is massive – so huge it could easily have overreached itself and let things blur into a big grey mass as it crammed everything in, instead of retaining the bright colours of each race type. But it's pulled it off. And for that, we give thanks and praise. **Daniel Griffiths**

■ *Toca Race Driver 3 is out on February 24th.*

"THE SENSE OF SPEED IS HUGE. THERE'S NO MORE HECTIC RACING AVAILABLE ANYWHERE ELSE AT ALL"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Varied, hectic and entertaining. – Occassionally annoying AI dirty driving.	+ Fast and smooth, even with 21 cars on track. – Not the sexiest looking. Especially backgrounds.	+ Lovely engines and 'zshuum!' sounds. – Random engine sounds on loading screens.

LIFESPAN

Tons of choice, huge content and let's not forget it's online too. Unfortunately the lame crashes may send you back to *Burnout*.

MINUTES

IT'S BETTER THAN...
TOCA RACE DRIVER 2

IT'S WORSE THAN...
BURNOUT: REVENGE

Huge, fast, well-paced and top entertainment. Will annoy sandal-knitting car haters, but this is hours of quality entertainment for everybody else.

90

INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1
Memory Save: 479kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Renowned tenor Russell Watson sings the game's end theme, 'True to Your Dreams'. Lovely. Maybe."

GAMEPIE
17% Evolving IDs.
16% Looking at the map.
5% Making Weapons.
62% Chopping up wizards and skeletons.

GAMEFAX
Action
Goblins
Sequel
RPG

TRIVBURST
- 11 levels
- 30 Innocent Devils
- Eight Battle Type Innocent Devils
- 14 Battle Type Innocent Devil Skills

The MONEY SHOT
There's a total of 12 bosses, but as most of them fall into the 'very big and strong' category, there's little incentive to play on to the next one.

SEEK 'EM: Unleash your beast buddy, then sit back and watch the mayhem.

BUDDY FOLLY

There's satisfaction going into battle with an Innocent Devil at your side, especially with the Battle as he's reminiscent of the Big Hairy Monster with the sneakers from the Warner Bros cartoons. You can't control his movements, but instead you assign him different mind-states. There's auto – where he thrashes at whatever he likes; command – which allows you to control when he executes a special attack – and guard, where he curls up. Deciding which one to use is the strategic bit of the game, but if you build a big enough sword and hit attack often enough you shouldn't have too many problems.

THE BUSTIN' WRANGLER: The beast handling is a bit *Chaos Legion*.

"TURNING A CURSE INTO A SOW'S EAR"

CASTLEVANIA CURSE OF DARKNESS

You're so 'Vania, you probably think this review is about you. Don't you? Oh, ask your dad.

Castlevania is one of the most enduring series around. It seems that not a month goes by without Konami's Gothic family drama cropping up on one format or other. But Konami have given both the Belmont clan and Dracula the evening off this time around, for *Curse Of Darkness* is a more of side story.

Our hero this time is a former Lieutenant of Dracula called Hector. He's out to exact revenge on work colleague Isaac for killing his wife, and he's especially well equipped to embark on a path of bloody vengeance, as his last job was as a Devil Forgemaster – which beats being a milkman, certainly – so he possesses the power to summon entities called Innocent Devils (IDs) to assist him.

These Innocent Devils come in various different flavours, including a hulking Battle Type – which is perfect for large scale scrapping – a flying bird creature which can cope with aerial attacks, and there's even a magical fairy that comes and heals you when you're in trouble. Also you have the option to choose the names of these creatures, which allowed us to have Melo D and Strider from Blazin' Squad watching our back.

BILLY FLOATS GRUFF: Floating evil is tougher than any walking bad gut.

ID PARADE

The presence of these magical friends is hugely important, as it turns an average hack'n'slash 'em-up into an average hack'n'slash 'em-up with a layer of RPG strategy. Turns out that deciding which ID to use is a significant part of the challenge.

Then there's the decision of how to level them up, as each ID can evolve differently depending on what crystals are picked and which weapon Hector is using. But this still can't hide the repetitive gameplay. Hack-slash-hack-slash-slash-boss battle. Repeat. What's even worse is that this action is spread over huge, very plain, levels. What Hector needs is a BMX so he can get round a bit quicker, as the amount of time you spend trudging all over the shop is just depressing.

It seems that Konami are satisfied making *Castlevania* games for the converted, which is sensible for a series with a hardcore fanbase. But that just leaves the rest of us with a game that's as camp as *Devil May Cry* but, quite frankly, nowhere near as fun. Bah. **Dave Harrison**

■ Curse Of Darkness *is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's always amusing to see your ID lumbering into battle. – Lacks any real spark.	+ The light effects are OK. – The levels and environments are very, very dull.	+ The music is a extremely pleasant... – ...but continually repeats the same phrase.

LIFESPAN
There's a long game to be played here, that's made even lengthier by really long empty corridoors there to trudge through.
MINUTES — YEARS

IT'S BETTER THAN...
NANO BREAKER

IT'S WORSE THAN...
DEVIL MAY CRY 3

It's an action RPG that's saved all its interesting ideas for the RPG bit, which leaves you with some generic hack'n'slash with little spark or interest.

64

For use with PSP®

XPLODER

MOVIE PLAYER & MEDIA CENTRE

Complete Movie, Music, Photo and Cheatsave Utility

PSP® Movie Player with Media Centre is compatible with all major media formats including

DIVX - AVI - MOV MPEG 1 2 & 4 - iTunes® - MP3 - CD Import - JPEG

USB
UNIVERSAL SERIAL BUS
FOR PSP® FOR PER PSP®
PSP
PC REQUIRED FOR DATA TRANSFER
MOVIE PLAYER
WITH MEDIA CENTRE
COMPLETE MOVIE, MUSIC, PHOTO AND CHEATSAVE UTILITY
DIVX - AVI - MOV - MPEG 1,2 & 4 - ITUNES® - MP3 - JPEG
MOVIES
DIGITAL PHOTOS
CHEATSAVES
MP3
DOWNLOADS
MOVIE PLAYER
JUST DRAG AND DROP TO CONVERT AND WATCH MOVIES ON YOUR PSP®
MUSIC
IMPORT YOUR OWN MUSIC CDS CREATE PLAYLISTS FROM YOUR MP3'S AND ITUNES® MUSIC LIBRARY
CHEATSAVES
DOWNLOAD CHEATSAVES DIRECT TO MEMORY STICK

Movies-

Drag and drop files from your PC onto your PSP® and Xploder™ Media Centre converts to MPEG4 automatically* Compatible with MPEG 1, 2 & 4, AVI, QuickTime Movies and DivX, with additional file types available for download at **www.xploder.net** when available.

Music-

Import your own Music CD's. Includes CD Database internet query for track and artist details. Create MP3 playlists, music folders and more and simply drag onto your PSP® for music on the go! You can even transfer your iTunes® MP3's.

Photos-

Manage your JPEG digital photos to transfer to your PSP®. Auto filename for full .JPEG extensions.

Wanna Beat The Game?-

Cheat saves for the latest PSP® games get you ahead of the game. Unlock secret weapons, characters, access all levels and energy and much more.
Downloadable from **www.xploder.net**

INCLUDES USB CABLE WITH PAT

XPLODER

JUST DRAG AND DROP – MOVIES. MUSIC. PHOTOS. CHEAT SAVES.

Take control of your PSP® media with Xploder™ Media Centre, the complete media management tool for your PSP® movies, music, photos and cheat saves.

The easy to use drag and drop interface allows seamless management of your media on your PC, with automatic movie file conversion. Copy, delete, download and upload saves and media files between PC, PSP® Memory Stick and Xploder™ online database and more...!

Store your saves and media files on your PC for immediate transfer to your PSP® without taking up valuable storage space. Live news feeds to Xploder™ Media Centre* ensures get the info on the latest cheat saves, media and upgrades for download and other PSP® news.

*Includes PC Xploder™ Media Centre Software and PC USB to PSP® Xlink Cable.

Available to buy from all leading games stores...

ASDA · AMAZON.CO.UK · BLOCKBUSTER · CHIPS · CURRYS · DIXONS · GAME · GAMEPLAY · GAME STATION · HMV · PC WORLD · PLAY · TOYS 'R' US · VIRGIN · WOOLWORTHS

Telephone: 01302 325225 Email: sales@fire-international ltd uk

WWW.XPLODER.NET

BLAZE® is a registered trademark of Fire International Ltd. PSP® is a registered trademark of Sony of America. This Product is not sponsored, endorsed or approved by Sony of America. Fire International Ltd recognises all game & product names are trademarks or registered trademarks of their respective manufacturers or owners. External appearance and specification may differ and are subject to change without prior notification
Xploder™ Movie Player and Media Centre acknowledges the patents held by the MPEG 4 VISUAL and MPEG 4 AUDIO PATENT LICENCE holders. A royalty is paid to the relevant licensors for each unit sold.
Fire International Ltd Unit 15, Shaw Wood Business Park, Shaw Wood Way, Doncaster, DN2 5TB

DETAILS
Developer: Criterion
Publisher: EA
Players: 1
Memory Save: 58kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2
"WE'RE EXPECTING THIS TO GRAB THE TITLE OF 'BEST SHOOTER ON PS2'"
PSM2#71

GAMEFAN
Action/Adventure
Violent
Hard
PS2 Exclusive

TRIVIA FACT
- Eight levels, from the Veblensk city streets, to the rolling mist of the Treneska Border Crossing.
- 10+ weapons, including Mac 10 Elite, Magnum, RPG and Grenades.

WATCH IT ON THE DVD VIDEO

PSM2 SILVER AWARD

Black

Best FPS on PS2? It's not as black and white as you'd think...

Expectations, eh? While *Black* is technically flawless, painstakingly designed and *probably* the best single-player shooter on PS2, we can't help but feel a little disappointed. Why? Because it doesn't keep its promise to "do for first-person shooters what *Burnout* did for cars". *Burnout* changed the way we looked at racing games, with its speed, hypnotic structure (one nudge meant an instant crash) and benchmark graphics. *Black*'s victory isn't innovation, but execution – a technical tour-de-force, which hones *Red Faction*'s destructible environments and *Killzone*'s bulky weapons into something like unified near-perfection.

Forget the plot – its some nonsense about a rogue arms dealer in Eastern Europe. *Black* is about guns. A near-pornographic, Hollywood-amplified celebration of big guns. From the Pistol to the AK47 to the Magnum, every weapon glints with steely menace, feeling sufficiently weighty due to a sublime combination of sound effects, pad rumbling and 'heavy' reload animations. Before you start the first level, crank your TV louder, and fire the pistol – it's invigorating stuff. Every weapon feels fairly unique – though some of the mid-range automatic rifles blur into one – but visually, they're chunkier than *Killzone*'s guns, with greater detail. Look at how the Uzi's shoulder strap clip slaps against the casing as you run, or how the ammo belt bobs in the M249. Their allure, however, lies in the environment. Fire an Uzi at a hotel sign, and it splits letter-by-letter down the middle. Fire a shotgun at a steel door, and it clangs off its hinges – there are no 'interact' buttons in *Black*. Fire it at a table, and it splits. Fire again and

"PERHAPS THE BEST SHOOTER ON PS2, YET WE CAN'T HELP BUT FEEL A LITTLE DISAPPOINTED"

TOP 5 BLACKS

- Comedy
- Paint it
- Roger
- Piano
- And Decker

GAMERS

50% Blowing things up.
25% Taking cover.
10% Reloading.
15% Shooting men 700 times.

PUBTALK

The smart arse thing to say down the boozer.
"The levels in *Black* have been inspired by classic movie scenes – look for the obvious references to Black Hawk Down and Heat. There's also a scene inspired by Series 2 of 24, where a 'spotter' calls out targets to you from a better vantage point."

it fragments. Rattle off 100 rounds through plate glass and it shatters. Pinpoint the gas boiler *behind* the glass, and the window explodes in a shower of shards, smoke and flames – with bodies jerked through the air like trampoline-assisted stuntmen. It's pulse-quickening stuff, and at its height, reminiscent of great Hollywood shootouts like the bank heist in Heat, or the lobby scene in The Matrix.

TOTAL DESTRUCTION

The damage can be misleading. Early [illegible] *Black* suggested you'd be able to d[illegible] with 3D debris and real-time def[illegible] you start blasting at the walls in [illegible] they merely scar with a [illegible] texture'. While most scenery *is* destr[illegible] is often cosmetic. Most times, you [illegible] the gas boiler/petrol can/explosive [illegible] left by suspiciously large groups [illegible] away – like most 'normal' shooters. [illegible] when you have to shoot, say, [illegible] pillars to collapse [illegible] [illegible] between [illegible] technology [illegible] [illegible] [illegible] [illegible] capable games.

There are killer moments, like firing an RPG rocket into a skyscraper in the opening level and watching six floors detonate in a shower of bodies and glass; or sniping in the graveyard, and blowing up headstones to reveal your enemies' position. In the Asylum there's a great bit where you have to shotgun/uzi/grenade your way through four concrete walls to advance up a corridor (like a key scene from *Red Faction 2*), and an epic showdown in a toilet, where the cubicle walls are systematically reduced to piles of dust.

The environments *feel* expansive and free roaming – the Border Crossing level is almost bewildering in scale – but cleverly 'squeeze' you in the right direction through pinpoint obstacle placement and subtle signposting. If you do take an alternative route, it's usually circular, and steers you

THE PLOT?

You play as US Special Forces Black Operations solider Sergeant Kellar, called into Eastern Europe to investigate a shady arms runner called Lennox, leader of a mysterious cartel called the 'Seventh Wave'. The story is retold via a number of flashbacks, with Kellar being asked to explain his actions by an interrogating senior officer. The cut-scenes are shot with real actors, with a 24/CSI/Se7en skuzzy vibe and lots of stern over-acting. To be honest, it's all a bit confusing, there's *obviously* some kind of manipulation at play, and since you never actually see these people in the game, it's all a bit superfluous. You spend half the cut-scenes staring at the table from above, wondering why it looks like an eye. Honestly.

Look again. It's actually a top down view of a table, with a bloke's head and a lamp. All the cut-scenes are this clear. Good.

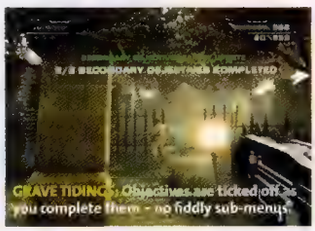
The MON£Y $HOT

Pinned down, facing terrible odds with a few bullets left, you spot a gas boiler obscured behind the main pack of foes. Squeezing R1 to zoom, you unleash a volley of shells and the whole world suddenly explodes...

in the right direction. Better yet, exploration always yields hidden objects (there are sub-objectives like destroying 'evidence' which earn you better weapons) hidden guns, or ammunition. The pace is calculated, too, with portentous lulls before every scenery-detonating set piece.

The opening level is mildly disappointing. For all the feeling of menace (bullets whizz from all directions) and almost farcical levels of destruction, there's no real feeling of danger, since health packs are plentiful – it's typical EA. However, the game soon gets *tough*. You need to conserve ammo, use cover and juggle weapons tactically (you can only carry two) – run in gung-ho and you'll get decimated. The game soon evolves into a satisfying trade off between long-range head shots and 'duck and cover' use of scenery, and into tooled-up suicide charges as you spit grenades in all directions while blindly laying down suppressing fire. The Asylum level (the game's best) is so intense, it almost resembles *Pac Man*. There are so many foes, you *have* to charge in and pray they'll drop health packs to keep you

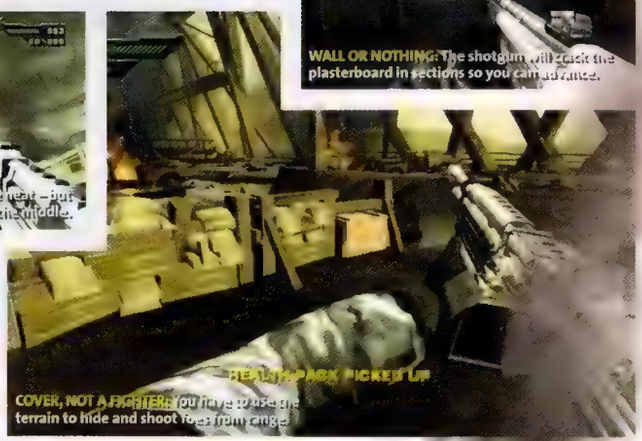
UZI DOES IT: The Uzi 9mm fires straighter and truer than other automatic weapons.



GRAVE TIDINGS: Objectives are ticked off as you complete them – no fiddly sub-menus.

SIGN CITY: The bullet casings are neat – but check the way the sign splits in the middle.

WALL OR NOTHING: The shotgun will crack the plasterboard in sections so you can advance.



COVER, NOT A FIGHTER: You have to use the terrain to hide and shoot foes from range.

"WE REALLY, REALLY, LIKE BLACK, BUT WE CAN'T LOVE IT"

BEFORE & AFTER!

It's only when you think about how the scenery *used* to look, that you realise how much damage you've actually caused. To prove the point, we've taken a set of grenades, a machine gun and a shotgun to some scenery to see how much damage we could cause before we ran out of ammo. *Red Faction* never did this...

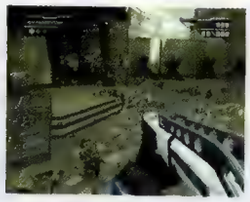
BEFORE: In true EA style, the opening level is one of the most destructive. Watch the pillars...

AFTER THE DIFFERENCE: A few shotgun blasts and grenades later, the pillars are gone, and that's not all.

YOUR LEVEL BY LEVEL GUIDE TO BLACK

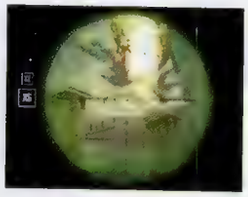
Black is only eight levels long, but some take over an hour to complete, with hugely diverse terrain. Here's a brief tour of duty...

VEBLENSK CITY STREETS



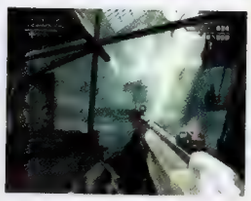
The opening level is only about 15 mins long, but hugely claustrophobic, with towering buildings, bullets flying from all directions and loads of destructible scenery – it's a bit easy, mind, and probably the weakest bit.

NASZRAN TOWN



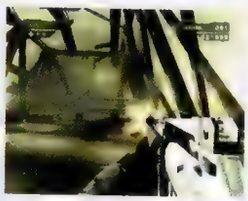
With an AI assistant calling targets, there's a tense (and brilliant) sniping section in a graveyard, with destructible headstones. The level opens up into a bombed out city, plagued with mazey tunnels and deadly crossfire.

TIVLIZ ASYLUM



After a staggeringly tough assault on an enemy bunker, you enter the multi-level asylum and things *really* go mental. With hordes of heavily armoured foes, it's beyond frantic, and easily the game's standout level.

GRAZNEI BRIDGE



The visual highlight – Kellar storms a brutishly long bridge, with incredible depth of scenery, while basking in glorious hazy sunbeams. The enemy are holed up in abandoned buses and packing RPGs – it's a tough one.

TRENESKA BORDER

The second level is far bigger, with haunting moonlight rays and delicately modelled grass. After a quiet start, it all kicks off and there's a tense showdown in an abandoned farm. It's quite easy to get temporarily lost, too.

NASZRAN FOUNDRY

Your first contact with land mines provides explosive results – great for clearing out large packs of enemies. The foundry is heavily guarded, with loads of explosive barrels, plus some huge twisting gangways.

VIATSKA DOCKYARD

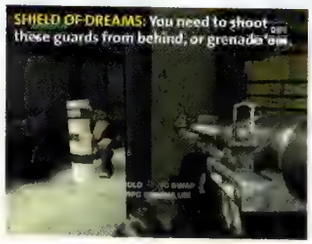
After the madness of the asylum, the pace slows down, with lots of ducking and covering, peppered with long range sniper shots. Sadly, the scenery's a bit samey, and while you're glad for a rest, it's one of the weakest levels.

SPETRINIV GULAG

The last level starts as a cat-and-mouse chase, before exploding wildly (surprise). The final section is in a twisting underground bunker, with some sweeping music – just don't expect a proper climax as it fizzles out. Boo.

going to the next man, since its too dangerous to sit back and play the percentages. It's like classic Sega risk/reward play and hugely life-affirming.

Frustrations? While headshots are more effective, you can shoot certain enemies 700 times with an AK47 and nothing happens. It's like spraying them with gun mist and hoping it sticks. The levels are maybe too long (over an hour each), and you can't save between the distant checkpoints. More? It's all about blowing things up – some guns have


SHIELD OF DREAMS: You need to shoot these guards from behind, or grenade 'em.

BLUR TWITCH PROJECT: Reloading takes precious seconds, and the scenery blu

superfluous, unconnected, cut-scenes. Its almost like EA told Criterion to make a game, and to let them worry about the plot. There's no overriding compulsion to continue, or sense of whom you're trying to protect. You can't hate the main villain, since you never see him, and the only thing he does to upset you is kill people you never knew, or can't recognize, in the *only* in-game cut-scene throughout the whole of the action.

Don't be fooled. We really, really like, *Black*, but can't love it. It's not that destroying a 40 foot overhanging bunker in a shower of shards, screams and bullets isn't exciting, but that deep down, it doesn't *mean* anything. It'd be missing the point to complain about the lack of online or multi-player features, but it does prevent *Black* from being the most *complete* FPS on PS2. As it stands, it's an exemplary tech demo, with moments of blinding exhilaration. More tactile, if less atmospheric, than *Killzone*, more exciting, if less precise, than *TimeSplitters 2*, but less well rounded than a truly great FPS like *Halo*, or *Half Life 2*. You'd swear EA were holding back for a sequel... **Daniel Dawkins**

"BLACK FEELS INTENSELY RIGHT BUT WHEN YOU PUT DOWN THE PAD, IT LEAVES YOU EMPTY"

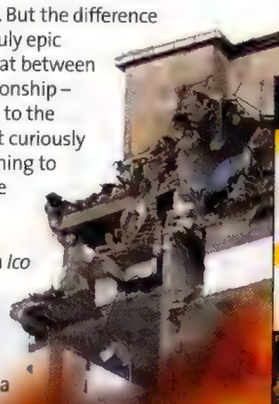
silencers – but more as a running joke since stealth is virtually non-existent. The cut-scenes/plot seem to bear no relation to the actual levels, every bad guy looks generic, and there's no feeling of progress or character development, thus stilting the emotional impact. You never *see* your arch nemesis, Lennox, and the last level is bitterly anti-climatic – ending with all the gusto of a mid-level checkpoint.

SQUEEZE MY TRIGGER

In one respect, Criterion *have* exceeded their promises – they've created 'gun porn'. *Black* feels intensely, guiltily, viscerally *right* during the white-hot fever of play, but when you put down the pad, it leaves you empty. It's context-less. Wanton. Aesthetic. And exciting. But the difference between *Black* and a truly epic game is the same as that between porn and a loving relationship – your lack of connection to the subject matter makes it curiously unedifying. There's nothing to rival the bit when Snake marches along the corridor with Raiden in *MGS2*, or even the bit in *Ico* where Yorda tries, and fails, to hold onto Ico himself.

BLACK AND WHITE: The screen goes mono when your health is critical. Find some fast.

The levels feel like random money shots – a series of tech demos stitched together by



PSM2 VERDICT

GRAPHICS	SOUND
+ Chunky weapons, tactile feel, rewarding tactics. – Repetitive, machine guns feel too imprecise.	+ Incredible lighting and scenery. Awesome. – It's, er, almost too perfect and linear.	+ Terrifying weapons, great chatter. – Music maybe a little under-employed.

You can finish it in eight hours, but with multiple difficulty levels, hidden weapons and items, there's incentive to return.

MINUTES — YEARS

IT'S BETTER THAN... KILLZONE

IT'S WORSE THAN... TIMESPLITTERS 2

Unparalleled explosive thrills – but it only burns in your mind during the time you're squeezing the trigger, and lacks context or emotional depth.

89

INTRO

DETAILS

Developer: Ubisoft
Publisher: A2M
Players: 1-8
Memory Save: 172kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK

The smart arse thing to say down the boozer
"You know, it'd take me thirty minutes of non-stop dancing just to burn off a single pint of Stella. And I've already had six of them."

GAMEPIE

30% Dancing confidently.
30% Getting a bit more frantic.
40% Tripping over the cat and breaking a lamp.

GAMEFAX

Dance Mat

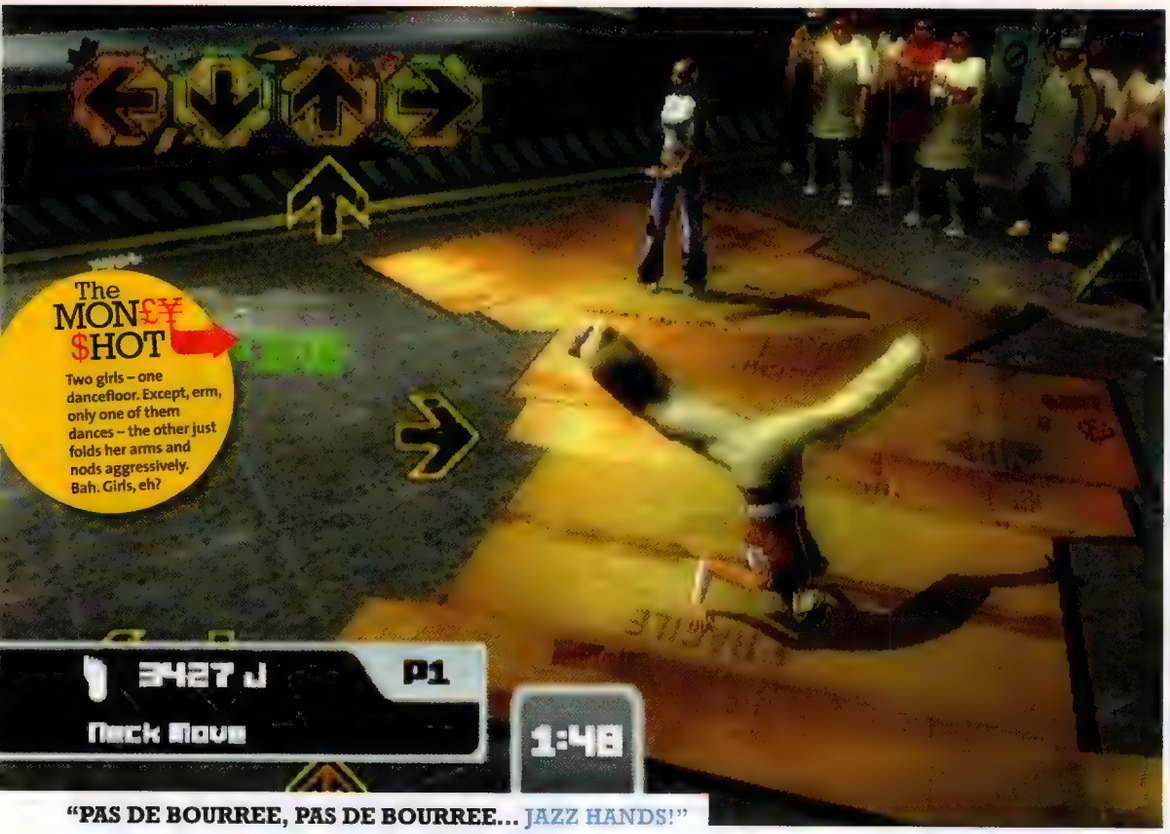
Hard

Stupid

PS2 Exclusive

TRIVBURST

- 50 urban dance tracks including tracks from famous hip hop artists.
- Up to eight players supported in three different party modes.

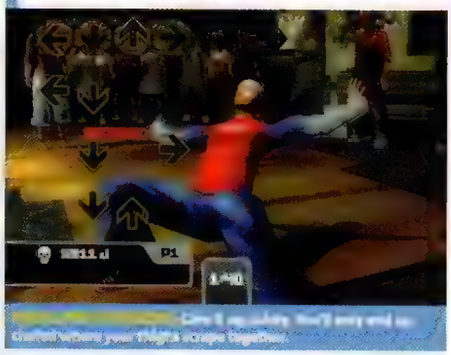


The MON£Y $HOT
Two girls – one dancefloor. Except, erm, only one of them dances – the other just folds her arms and nods aggressively. Bah. Girls, eh?

"PAS DE BOURREE, PAS DE BOURREE... JAZZ HANDS!"

FAT BEATS

Given the subject matter, you'd expect *Flow* to have some sort of B-boy battle mode. So it was with massive anticipation that we went to the options menu, only to discover that *Flow*'s extra mode is – yes! – Calorie Counter. Yep, now you can pause mid dance-battle to see if you've pranced off all those sticks of butter and fizzy cola bottles from lunch. Sadly, though, it's just depressing – it reminds you that dancing for two songs only burns off the equivalent of a single Jaffa cake, and that you're destined to be a waddling sack of yoghurt forever. Sob.



FLOW: URBAN DANCE UPRISING

Much more fun than the January Uprising in Poland, and with quite a lot more dancing. But not revolutionary at *all*.

Fact: breakdancing rocks. Hard. Whether it's a Madonna video, a BBC 'yoof' ident, an advert for pasta or an industrial safety video, you can always rely on a headspinning mentalist to inject a bit of watchability into whatever he's twirling next to. That's why *Flow* seems like the biggest no-brainer combo since chips and cheese – take the well-established *Dance Dance Revolution* template, stick some windmills in and watch the kids line up.

It isn't badly done, either. The deluge of arrows flow in well thought-out patterns that'll be instantly familiar to any *DDR* toe-tapper, carefully organised to allow anyone who knows what they're doing to dance up a storm. There's an excellent selection of danceable songs, though maybe not quite as many recognisable numbers as we'd have liked. And the graphics easily trump *DDR*'s, with grungy B-girls replacing Konami's trippy visuals and afro-helmeted wannabes. They even react to how successfully you're doing – scuff a few steps and your dancers fall on their arse, but pull off a fifty-step combo and they'll bounce on one hand. Yes, we've got issues with the difficulty curve (easy songs are insultingly arrow-free, medium ones can be almost impossible), but *Urban Flow* does what it sets out to do fairly well.

FLOW ME DOWN

But is this enough? Having reviewed the majestic *Guitar Hero* last issue, we're starting to demand more for our Bemani. *Hero*, for instance, lets you make tactical decisions by choosing a difficult combo to try for a big Star Power multiplier – *Flow* does nothing of the sort. *Hero* adds 'waaas' and a wobble bar to the guitar set-up – *Flow*'s just got the same old arrows. Amazingly, the last game to try something new in the soft-shoe-shuffle genre was *Britney's Dance Beat* – which replaced the traditional up-the-screen arrows with a swooshing dance 'clock' – and that was an absolute turnip. *Flow*'s sole innovation is to make the arrow bar drop a couple of millimetres every time you pull off ten extra combo points – effectively punishing you for doing well.

The most important thing, though, is that unlike the sublime *Hero* – which makes you feel like you're better than you've ever got a chance of being in real life – you could be some sort of dancing guru in real life and still feel a gibbon playing *Flow*. Later challenges are near-impossible – with the Terminator-style precision required to actually get a 'Superb' rating for hitting a step perfectly, managing the 90% required by the toughest challenges is a joke. It's a shame, but we can't really advise you go with the *Flow*. **Joel Snape**

■ *Flow is out now.*

HANDY STANDY: Not pictured – this clod landing on his head and weeping gently.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Step, pause, turn, pivot – as old as the virtual hills. – The difficulty level is all over the shop..	+ It's a definite step up from *DDR*. – Could have done with a few more animations.	+ Decent songs. – A bit more input from an MC might have been a nice idea.

LIFESPAN
The songs are actually quite short, and not recognisable enough. You'll get bored pretty quickly.
MINUTES — YEARS

IT'S BETTER THAN...
JUNGLE BOOK PARTY

IT'S WORSE THAN...
DANCING STAGE UK

Until the dancing genre goes somewhere new, we're holding out for Codies' music-sensing create-your-own steps game. *Flow*'s OK, but didn't get us shuffling long.

69

coming soon.
your new favourite game site.
FROM THE CREATORS OF
PSM2

INFOSTRIP

DETAILS
Developer: Monte Cristo
Publisher: Midas
Players: 1-3
Memory Save: 112kb
Widescreen: No
50-60Hz: No
Surround Sound: No

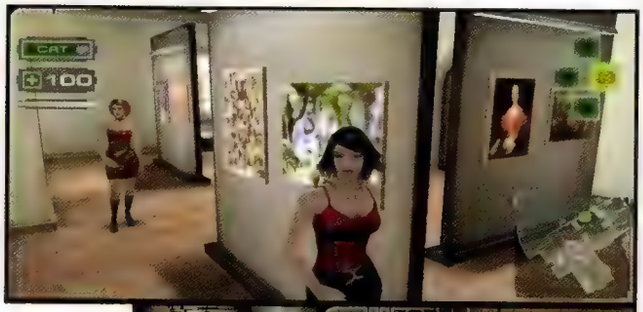
PUBTALK
The smart arse thing to say down the boozer
"The people behind this game are the same blokes – trust us, it's blokes – behind pervy nob-'em-up, *7 Sins*."

GAMEPIE
5% A bit like *24*.
5% A bit like *Max Payne*.
5% A bit like *Resi 4*.
85% Extremely like *Metal Gear*.

GAMEFAX
Action
Realistic
Multi-tap
PC Game

TRIVBURST
- Three-player mode lets you control a thief each.
- Hack into computers and pick pockets.
- Three-way split screen to control all your gang.

The MON£¥ $HOT
Here's the gun targetting system 'inspired' by *Resi 4* – just one of the game's 'steals'. Still, it works fine so who are we to complain?



ART ATTACK: Look, it's an art gallery. Who says games aren't educational?

SITTING ON THE LOCK OF THE BAY: Swish your lockpicks around till they light up green. This is almost impossible.

"LIFE IS WHAT HAPPENS WHILE YOU'RE BUSY PLAYING THE PLAN"

THE PLAN

OK, here's the plan – march down to the shop, pick up this game... then put it down and buy *Metal Gear* instead. Easy!

The thing is that sometimes people have terrific ideas, but lack the know-how to do them justice. Thieve-'em-up *The Plan* is a case in point – instead of just having one thief skulking around, why not have three? Each with different skills? And why not play the game out on three separate screens that make it look like an episode of 24? It'll be brilliant! Except it isn't. The sad thing is, it *could've* been great.

The plot centres around three shady criminal types trying to steal a painting. Yes, a bit like The Thomas Crown Affair, but with graphics that look like a PC game from 1986. In fact, *The Plan* doesn't just swipe from movies, it swipes from (deep breath): *Max Payne* (hammy dialogue), *XIII* (cartoon-strip style cut-scenes), *Resi 4* (the targeting system), *24* (split screens) and, of course, stealth classic *Metal Gear*. So much so that it even sticks *Metal Gear*-esque exclamation marks above your head every time you run into a guard.

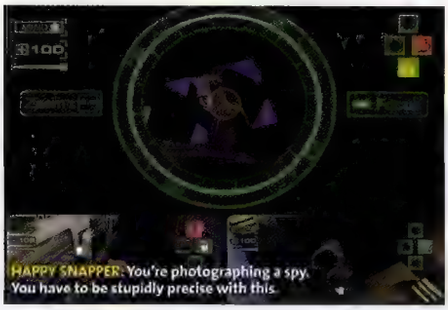
THREE ME

So how does the three-way split work? Not too badly, as it turns out. For instance, you might need to pick a lock, but find the door guarded. Flip to one character (press L1 or L2 to change screens), get him to cause a distraction, and flip to another to open the door. Or you might need to get two characters to push levers down to open a door, while the third sneaks through. It works well but the rest of the game makes *The Plan* fall down like a house of cards in a hurricane.

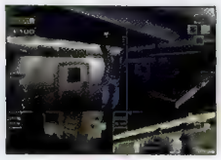
The enemy AI, while not being as hamfisted as, say, that of *Pilot Down*, is far from stellar. Early on, you'll have to get past an open door, with some guards inside the room. Walk past next to the door and you'll be spotted. Shuffle past at the other side of the corridor – yet still surely in view of your enemies? – and you'll be OK. More problems? The monologues each character uses to distract people are the same each time, and you can keep using them on the same person without rousing suspicion. Similarly, your guys are happy to bark 'covert' orders to each other over their headsets in full view of any passers-by. The camera is wonky. You can get arrested and shot but never fall over dead. Lock-picking is so precise that you'll weep like a little girl. The speech often doesn't match the on-screen subtitles and, finally, the cut-scenes are *so* long and drawn out that they make *MGS3* look like The Tweenies.

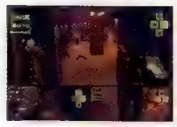
The core of *The Plan* is good, but its execution lets it down. Still, not many games take you to Prague Art Gallery. Extra marks for that. **David Cook**

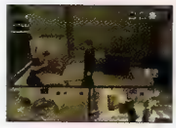
■ The Plan *is out on February 24th.*



HAPPY SNAPPER: You're photographing a spy. You have to be stupidly precise with this.

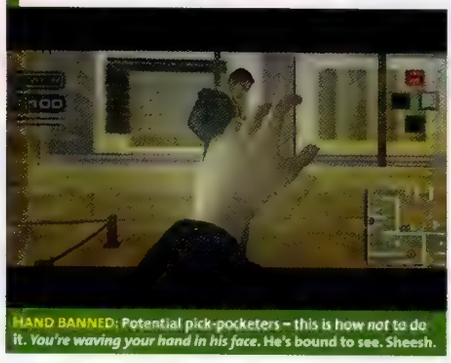






POCKET SCIENCE

The papers should be up in arms about *The Plan*, as it depicts people pick-pocketing with no repercussions. Mind you, if you *tried* pick-pocketing the way *The Plan* does it, you'd be in a jail cell before your hand touched trouser. First press ⊗, then stand on an icon *six feet* away from your target. Then you get a giant outline of a hand, and have to fly your thief's digits into it with the stick, basically waving your hand about right in their face. Somehow, this lets you nick keys and cash from people.



HAND BANNED: Potential pick-pocketers – this is how *not* to do it. *You're waving your hand in his face.* He's bound to see. Sheesh.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The central idea is a very good one indeed. – Let down through lousy execution and dodgy AI.	+ Er, you might call them 'charmingly retro'. – We'd just call them 'dodgy', to be honest.	+ There's voice-acting. – Although it's a bit on the crap side, it has to be said. Never mind, eh?

LIFESPAN
It's big, but not amazingly so, and quite tough, but again, not amazingly so. And it's too flawed to bother finishing it anyway.
MINUTES — YEARS

IT'S BETTER THAN...
STOLEN

IT'S WORSE THAN...
METAL GEAR SOLID 3

Who can compete with *Splinter Cell* or *Metal Gear*? You could pick up one of those for less than *The Plan*'s 30 quid tag. So, as they say, you do the math(s).

48

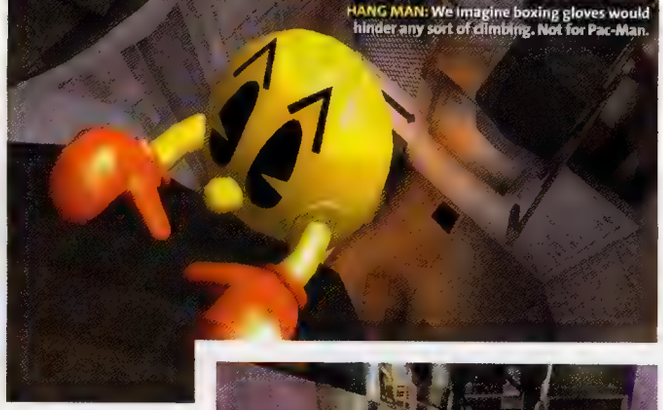
INFOSTRIP

DETAILS
Developer: Namco
Publisher: EA
Players: 1
Memory Save: 175KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Platformer · Old Skool · Sequel · Easy

"GIVE PAC THE SACK"

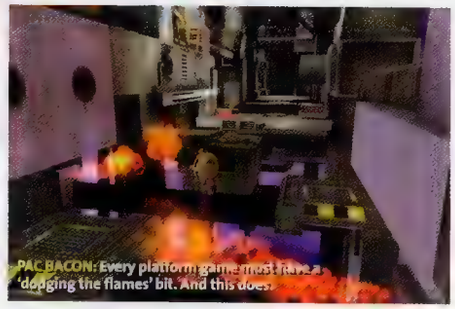
BEVERLY PILLS: He loves his tablets. Just look at that big fat smile on his coupon.



HANG MAN: We imagine boxing gloves would hinder any sort of climbing. Not for Pac-Man.

PAC-MAN WORLD 3

It's his 25th birthday and Pac-Man's celebrating the only way he knows how – by necking some pills. Oi oi!



PAC BACON: Every platform game must have a 'dodging the flames' bit. And this does.

You'd have thought after 25 years of pill dependency, our yellow spherical friend would've sought help. Regardless, the second biggest junkie after Pete Doherty is back. And this time he's got a wife and kid.

Pac-Man World 3 casts the wide-mouthed one into a 3D realm where, instead of eating a host of ghosts, he's working alongside them to take on megalomaniac Erwin, a fella threatening the world of Pac and the ghosts. Oddly, although the open worlds are a far cry from the claustrophobic surroundings of old, things remain similar. You've still got to collect dots to increase your score. You've still got to munch on a few spectres. And, of course, you've still got to pop the occasional pill – including a rainbow pill that kills any enemy in its circumference. But now Pac-Man can jump (triple tapping ⊗ makes him bounce like a ball), climb and throw punches. Not bad for a character with the physical attributes of a satsuma.

You'll be intrigued by the interesting bits, like having to run on the spot (hold ⊡) to power up elevators. Or bowling through a line of monsters with your *Sonic*-esque spin move (let go of ⊡ at top speed). But while *Pac-Man World 3* is aware that it's a platformer-by-numbers (Pac regularly quips about generic in-game features, like imminent monsters around the next corner) it's not doing trying to do anything original.

Pac looks fresh, bright and colourful, but innovative adventure games – like *Ratchet* or *Jak* – can be picked up for as little as £10. It's fun for a few hours, but thirty notes seems a bitter pill to swallow for such an average game. **Nathan Irvine**

PSM² VERDICT

A fundamentally basic platformer. It exceeded our expectations, but then again our expectations were lower than a snake's belly to begin with.

63

INFOSTRIP

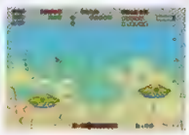
DETAILS
Developer: Sega
Publisher: Sega
Players: 1-2
Memory Save: 340KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX
Action · Driving · Old Skool · Budget

"LET THE PAST STAY THERE"

BLOCK PARTY: Why recreate the crappy Saturn version instead of the brilliant arcade original?

GOLDEN SHOWER: We can't believe they ruined *Golden Axe*. Why, Sega? Why?



SEGA CLASSIC COLLECTION

A set of classics reminding us all that we're much better off with new technology.

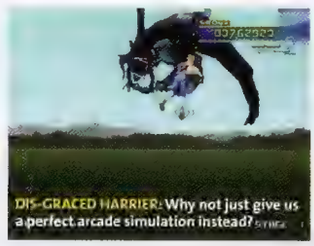
If anyone is even slightly moist at the thought of getting to grips with this collection of retro games, then the chances are they've played them to death on their original formats. OK, they'll need to be salvaged from the dank of the attic, but they can be played again. So do we need another rehash of Sega's back catalogue on PS2, especially one as broken as this? You're right, we don't.

Sega Classics Collection contains some legendary gems (*Golden Axe*, *Outrun* and *Space Harrier*), a few 'OK' titles (*Virtua Racing*, *Monaco GP* and *Columns*) and a clag of filler to justify the £20 price tag attached to it (*Fantasy Zone*, *Tant R* and *Bonanza Bros*). What's very clear from the outset is that all these games – including the decent ones – are poor conversions. Two minutes into *Golden Axe* and you'll question the decision to remake it in pseudo-3D. Why not just give us an 'arcade perfect' original. And what's with the upped difficulty level? This needless tweaking shattered our happy memories of breezing through it without a hitch.

It's not just the revamped stylings and toughness that's upsetting us, mind. *Columns* – a sort of *Tetris* with coloured gems – flickers so furiously it makes our eyes retreat behind their lids. Which surprisingly enhances the experience.

The fact is, *Sega Classic Collection* is ultimately a mistake. Many of the titles are different to the original games in an attempt to 'improve' them for PS2. The result is a half-way house of poor PS2 game and 'classics' arcade sim. Like an angry tramp with a switchblade, there are some things better left alone. **Nathan Irvine**

■ **Sega Classics Collection** *is in stores now*



DIS-GRACED HARRIER: Why not just give us a perfect arcade simulation instead?

PSM² VERDICT

It's not that we hate retro games; it's just that we don't want rubbish remakes of them. This would've been so much better if they'd left the originals alone.

41

IN FOCUS

DETAILS

Developer: Sony
Publisher: Sony
Players: 1
Memory Save: 909Kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

QUESTION...

During seasons one to three of 24, moody Tony Almeida had a coffee mug on his desk at CTU. In seasons four and five, he had it at home. What kind of coffee mug was it?

PUBTALK

The smart arse thing to say down the boozer.
"Fox.com did a 24 web-based based driving game where you had to ram cars off the road. If you won you got some – ooh – 24 wallpapers. Cough."

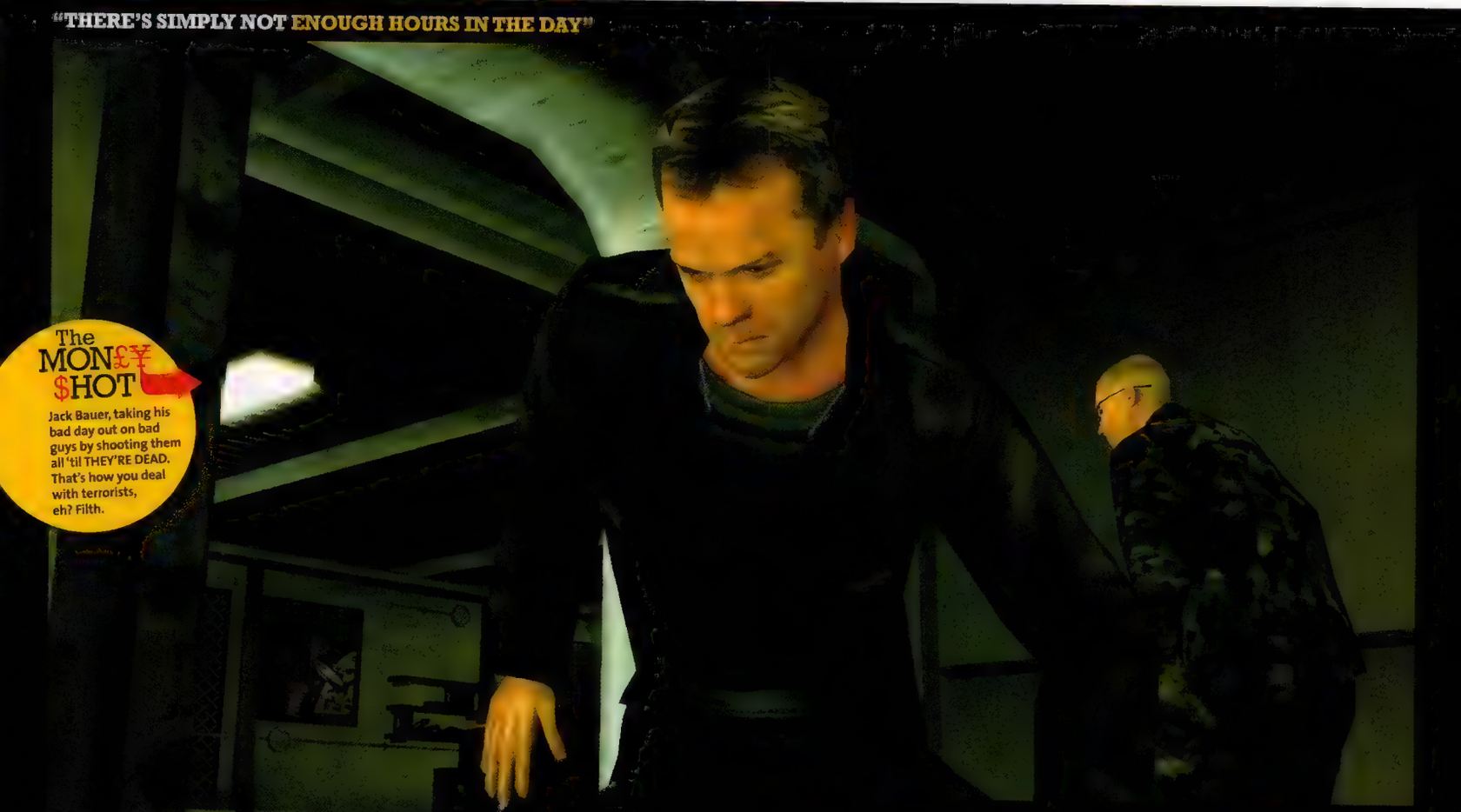
GAMEFAX

PS2 Exclusive | Action | Original | Driving

TRIVBURST

- Over 100 missions.
- Three fully playable characters, although you also do puzzles as other characters.
- All of the voice actors from the show.

"THERE'S SIMPLY NOT ENOUGH HOURS IN THE DAY"



The MON£¥ $HOT

Jack Bauer, taking his bad day out on bad guys by shooting them all 'til THEY'RE DEAD. That's how you deal with terrorists, eh? Filth.

24: THE

Another not-so-good day for Jack, but a rather

Predictably, he's having another bad day. Suffering, like Job, if not for his faith, then certainly for our entertainment. Poor old Jack Bauer, forced to save the free world again and again, just so we can gather around the water cooler to yap about his exploits and the fact that he's had to a) cut off a man's head to get in with the bad guys, b) get addicted to heroin, and c) have his daughter menaced by a big angry cat. You've got to wonder what the poor guy's done to deserve it all.

Still, Jack's pain is our pleasure, and perhaps we should just get over it. And in some ways, *24* (the game) is Jack's revenge, because it puts us in his boots and lets us see exactly what the fella has to go through on an average day at CTU. The answer, of course, is a lot, and surprisingly it's all quite fun – and when it isn't, it's not because saving the world is a tricky business, but rather because in Jack's world, he's probably not afflicted by a dodgy camera, frame rate issues and shonky driving sections. But more of that later.

24 is in many ways manna from heaven for those of us that are fans of Jack's anguish. For everyone else, this is a stylish and competent third-person game, but one with problems. It adds to the canon of the show immensely (the script's by Duppy Demetrius, one of the show's writers), bridging the gap between seasons two and three and answering a lot of questions, such as how Jack's daughter Kim got a job at CTU, how Chase Edmunds becomes Jack's partner, and who conspired on the assassination attempt on President Palmer. And it does all this by replicating the format of the show, complete with voice acting by all the principal players, including Kiefer Sutherland's gravelly delivery.

The game's divided into hourly 'episodes', with Jack introducing them in the same way as he does the TV show. It starts with you playing as Jack himself, but just as the show shifts its focus to other characters and what they're doing over the 24 hours that makes up a single season, so does the game. As such, as the focus shifts, you get to play as Chase Edmunds, Tony Almeida and other characters as well as Jack, allowing our hero to go to the loo, have a crafty fag, or get somewhere while the camera's pointed elsewhere. Impressive (and lengthy) cut-scenes carry the story forward, segueing neatly into playable sections when something needs to be done. All of the characters created with game graphics – there's no actual video footage – and the majority of the cast looks startlingly faithful to their real-life counterparts, even if Tony Almeida does sometimes look like he's sporting a pelican-style chin-sack.

"SAVING THE WORLD'S TRICKY, WHAT WITH THE DODGY CAMERA AND FRAME RATE"

TOP 5 BAD DAYS

- Any of Jack Bauer's.
- Mondays.
- PSM2 deadline day.
- The one Daniel Powter had.
- The morning after the night before.

GAMEPIE

40% Running and shooting.
20% Driving around.
10% Interrogation.
10% Code cracking.
20% Wrestling with the camera.

ANSWER

It was, of course – *of course!* – a Chicago Cubs coffee mug. The actor who plays Tony (Carlos Bernard) is from Chicago, y'see.

JACK'S BACK: And here it is, in all its glory. Jack's back, that is. The rest of him is pretty impressive, too. Isn't he great?

GAME

enjoyable one for us, all told.

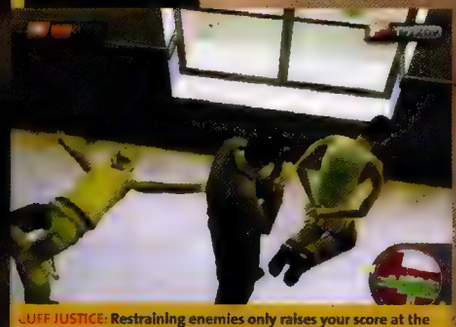
PSM2 SILVER AWARD

WALK THIS WAY: The third-person sections are competent, but the real joy lies elsewhere in the game.

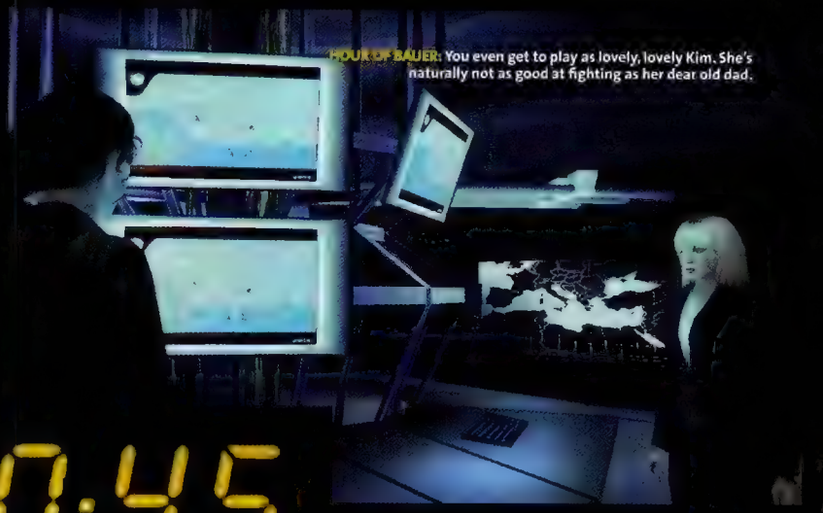
HANDS UP!

Each mission you play is rated on how quickly and efficiently you do it. You can score well for subduing enemies and cuffing them, rather than killing them. First soften them up a little with a few bullets then hit [B] to shout a warning, and, if you're lucky they might surrender. This is especially important in some missions where there are unarmed civilians.

SWEET SURRENDER: Once you've pumped him full of bullets, you can get him to fold faster than Superman on laundry day.



CUFF JUSTICE: Restraining enemies only raises your score at the end of a given level. You could kill him good if you wanted.



HOUR OF BAUER: You even get to play as lovely, lovely Kim. She's naturally not as good at fighting as her dear old dad.

16:30:45

CAST OF THOUSANDS: The entire cast from [illegible] present and correct, which is quite a coup.

TIME TO SPLIT

The game employs the same split-screen trickery as the TV show. This certainly adds to the atmosphere of the cut-scenes, as they cut between the many characters and keep the many threads of the story together, but it also has a use in-game, too. It'll occasionally happen when you're playing with the extra screens showing important items, people, or objectives that might not be immediately obvious, which is nice. It's perhaps a gimmick, but a useful one nonetheless.

YOU'LL GO CAR: The driving bits could have been great. As it is, they're spoilt by crappy handling. Nice split-screen action, mind.

As for the gameplay itself, early comparisons were made to *The Getaway*, and – sadly – it's a comparison that still stands. There's a wealth of third-person exploring/shooting and driving missions and, as in *The Getaway*, they're not without their problems. Chief among these is the camera – it sways and swings and can't keep on the even keel that would make both sections much more effective and free from motion sickness. Hand-in-hand with this is the targeting; lock on to an enemy and a large reticule pops up that allows you to aim for a specific area within it, which is all well and good, but it's never effective enough to target what you want when there's multiple enemies on screen. Seeing as it's possible to get turned around without the camera moving, this also makes targeting close-up enemies an exercise in frustration. You'll wind up stabbing at ◎ to simply hit them over the head. As a result, it often feels clumsy, and the driving sections offer some irritatingly see-sawing frame rates and cars that handle like trucks, meaning that both segments are never as much fun as you want them – or they need – to be. They're certainly disappointments considering the incredible polish of the rest of the game that surrounds them.

VARIETY HOUR

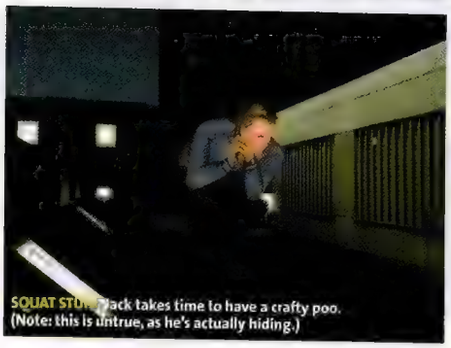
The good news is that the gameplay in *24* is ramped hight with a massive array of variety. In a given hour you might play as several different characters, all doing different things, and most of the playable sections are therefore kept relatively short and snappy. In the first half of the game at least, before things are repeated too much, there's almost a surprise around every corner. You'll get to play as CTU tech-whizz Sean Walker, for example, using satellite thermal imaging to scan buildings

SHOOT TO THRILL: You can pick up weapons from fallen foes, which means you don't have to use Jack's crappy pistol..

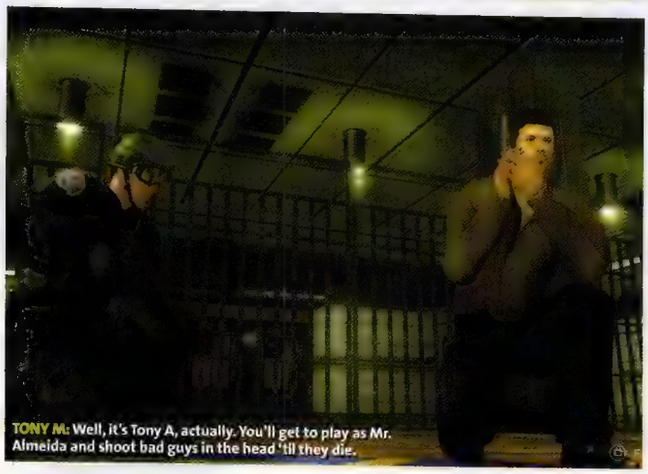
GOOD COP, BAD COP

At several points in the game you can interrogate people. Via a handy graph, you'll need to move their heart rate into a zone where they'll talk, and there are three ways to do this. You can be aggressive, and raise their heart rate, cajole them so it remains steady, or calm them to lower it. A sidebar fills up every time you successfully get the heart rate in the zone, and once it's full, you can hit ◎ to 'break' them in time-honoured interrogation style. It can get repetitive – both in terms of gameplay and lines being repeated by a very shouty Jack Bauer – but it's entertaining for the first couple of times that you do it.

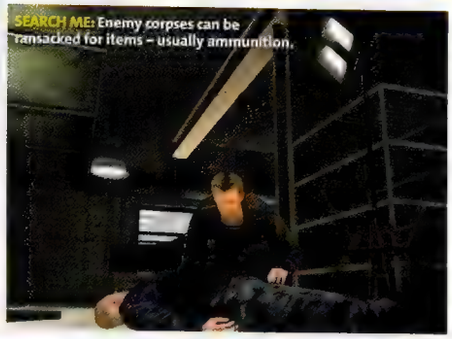
QUESTION TIME: Despite some repetition, the interrogation scenes certainly look the part, and are genuinely dramatic.



SQUAT STORY: Jack takes time to have a crafty poo. (Note: this is untrue, as he's actually hiding.)



TONY M: Well, it's Tony A, actually. You'll get to play as Mr. Almeida and shoot bad guys in the head 'til they die.



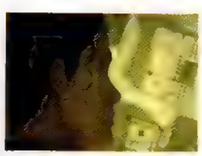
SEARCH ME: Enemy corpses can be ransacked for items – usually ammunition.

for possible snipers, before switching to Jack picking them off from a rooftop vantage point. You'll also have to crack security codes in surprising nimble-fingered puzzle-solving, and even interrogate subjects. This variety of gameplay is impressive, even if it means the game can sometimes feel piecemeal and a little disjointed. That said everything is glued firmly and smoothly together by the copious cut-scenes, so things are always moving swiftly along, ready to carry you to the next set-piece and surprise.

Nevertheless, the relative lack of polish in the driving and third-person sections is irksome, and if this was another game, these sections would affect the score in a more significant manner, given how prevalent they are. However, we were so swept up in the story – which is as absurdly complex and dense as it is in the TV series – that it's easy to forgive the game its faults. Sure, you'll be doing a hell of a lot of watching, but in many ways this is more satisfying here than it is in, say, *Metal Gear Solid 2*, especially as you're constantly jumping around between characters, and simply because it hews so closely to the format of the TV series. If you're not a fan of the show, though, and you're not swept along with the vigour of the story, you'll find a lot less to love here. But for the rest of us, the style and chutzpah the game shows again and again override the iffy bits. Much like the show when it originally hits our TV screens, *24* is a brave experiment and one that has mostly paid off. Here's to more bad days. **Jes Bickham**

■ *24 is out on March 17th.*

"YOU CAN GET SO SWEPT UP IN THE STORY THAT IT'S EASY TO FORGIVE THE GAME ITS FAULTS"



PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Huge variety throughout the game. – Iffy third-person and driving bits.	+ Cracking cut-scenes – Frame rate issues and gameplay sections are a bit plain.	+ Amazing voice talent at work. – Sometimes so serious it's a bit silly

LIFESPAN

24 hours and multiple missions in each hour. There's a fair bit to do, but you probably won't want to play back through it again.

MINUTES — YEARS

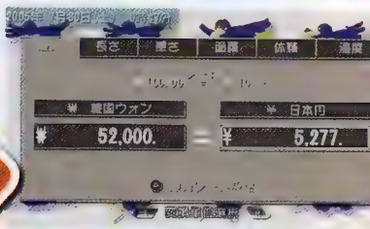
IT'S BETTER THAN... THE GETAWAY

IT'S WORSE THAN... GTA: SAN ANDREAS

It has its fair share of problems, but this really is just like an episode of 24 that you can play, and for fans, that's definitely a cracking achievement.

80

2005年8月25日（木） 13時29分
OFF
The MON£¥ $HOT
"So that's a packet of crisps and a monkey, please. Why are you looking at me like that? Oh, no, he's coming right for me... ARGH, MY PRECIOUS EYES!"
좀 더 큰 건 없습니까?



PSM2 BRONZE AWARD

SEXY CHICKS: What are those things in the background? Max's brothers? His children? What? They're not funny, either...

INFOSTRIP

DETAILS

Developer: Sony
Publisher: Sony
Players: 1
Memory Save: 109kb

GAMEFAX

Original · Stupid · Funny · Network Play

TRIVBURST

- Learn to communicate in six different languages.
- Over 3000 foreign phrases to learn.
- Speak into PSP's mic and look like an idiot in public. Brilliant!

PUBTALK

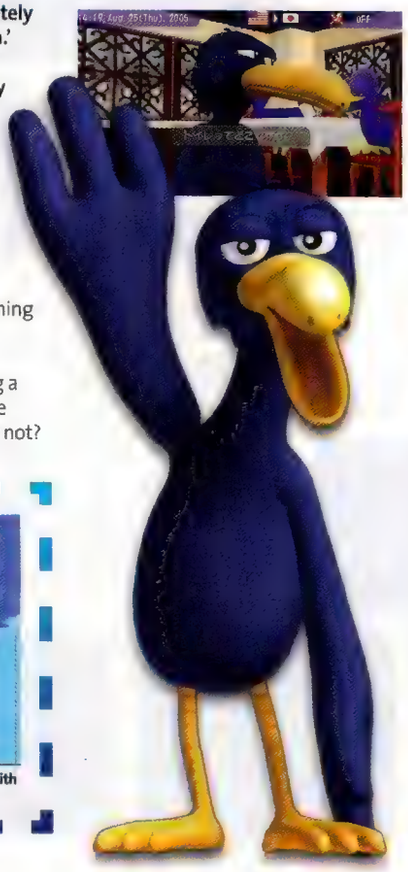
The smart arse thing to say down the boozer.
"Other famous Max's include the one from Max And Paddy, Max Bygraves and Homer Simpson's alter-ego, Max Power."

TALKMAN

"I said SAUSAGE, EGG, AND CHIPS, PLEASE!" Let Sony's PSP translation tool salvage your international reputation with a giant talking blue bird...

As every Englishman knows, speaking foreign languages is impossible. Spend three years ramming your ears with schoolboy German and, at best, you'll be able to order a pork sandwich and tell girls you like swimming. Get a GCSE in French and – at most – you'll be able to ask for directions *just* well enough for some sneering garcon to reply in perfect, contemptuous English. Blunder outside Europe and things get even trickier – Korean comes with an alphabet that involves 'stacking' letters on top each other, Japanese has *two-thousand* characters to remember and Chinese has five different tones that can completely change the meaning of, say, 'Ma.' Why not just stick to England, thicky? The Peak District's lovely this time of year, apparently.

If this is your attitude, you clearly need *Talkman*. It's pitched less as an interactive phrasebook and more as a clever way to meet/impress people and have fun. Instead of simply looking up phrases and saying them yourself, the reasoning goes, why not remove all the embarrassment of dodgy pronunciation by simply getting a talking bird called Max to do the chatting for you? No, really, why not?



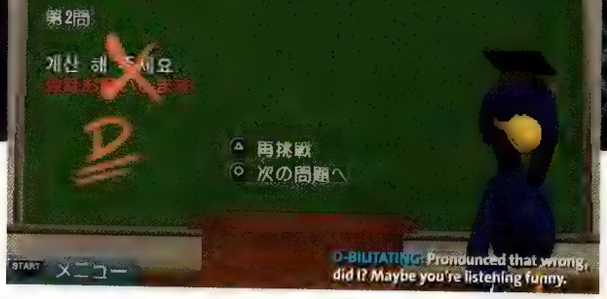
HAPPY TALK

First up, the technology's clearly excellent. Though you might have to give your patter a Yankee twang – this is the US English edition, after all – it'll pick up several thousand phrases with accuracy. It works via key words, so 'Would you like a coffee?' will offer up alternatives like 'Would you like to have a cup of coffee with me?', 'Would you like to go to this place with me?' and, bizarrely, 'It's really cold, isn't it?' Pick one of these and Max will burble out the equivalent in whatever language you've picked, then, er, do a little dance. If you trust the other person with your PSP, you can let them reply, switching the on-screen text to their language and giving them a list of responses ranging from 'Yes!' to 'Please go away.' 'Emotional' questions – like ones that you might try to chat someone up with – offer the option to include degrees of emphasis, with Max winking, fake-blubbing or flinging confetti, depending on whether you opt to go positive or negative. For ease of browsing, phrases are chopped into 28 situations (shopping, meeting people, skiing...) and if you can't be

LET'S BE FRIENDS

Talkman offers some options for making friends. The main one is the world map mode, which lets your new mates select what country they're from, build a South Park-style pic of their own face, then – get this – leave you a voice message to remember them by. As opposed to, say, taking a photo of them with your digicam. Or your mobile. Or doing a drawing of them. Or them leaving you a note. Or something.

CHUM BANDITS: Remember friends with your PSP – instead of with the internet, or a photograph, or a sketch on a napkin..



D-BILITATING: Pronounced that wrong, did I? Maybe you're listening funny.

NICE OF SHADES: Look, there's a hilarious shark dying on the beach in the background. It's funny until it takes your friend's arm off.

TOP OF THE CLASS

"You can call me Professor Max," trills Max as you load up Game mode, setting the tone for a slightly patronising experience. Games are split into two sections: pronunciation and listening. Listening involves hearing four phrases, then picking the one that Max repeats out of a list. Nice idea, but we ended up listening for the 'shape' of the sound or the last word rather than the sentence. Pronunciation's better, offering the chance to test your foreign tongue against *Talkman*'s speech recognition.

CLOT IN THE DARK: Just listen for 'arigato' or possibly 'sumimasen' and you'll be fine..

DUNCE DUNCE REVOLUTION: If our GCSEs had been like this, maybe we'd have passed them.

TOP OF THE CLASS: Yes! You listened to something properly! Don't get too confident, though – nobody actually talks like Max in real life.

bothered speaking into the mic, you can browse the options from a set of sub-menus. It's supposed to be 'fun', too, so Max clinks glasses and winks and messes about on the golf course.

There are problems with this, of course. For a start, it isn't always clear what phrase is going to be where ('Can I have your phone number?', for instance, is under 'Meeting People', not 'Telephone') and you'll often have to flick between menus to carry a conversation. Chunky loading pauses make this bad enough, but Max also insists on jamming in 'funny' asides whenever you change scenes (typical 'joke': 'Don't take me in the ocean – I'm afraid of sharks!' Ha ha ha!), meaning that you're going to have to pick somebody patient to chat up.

It also offers limited practice options, including pronunciation and listening tests – but this isn't really a serious study guide. For one thing, the phrases aren't direct translations but rough equivalents – the 'coffee' question actually translates as 'Shall we go for a tea or something?' – so you can't rely on slotting words into new sentences. For another, although repeating a phrase/question'll prompt Max to spell it out in Kanji or Korean, there's no way to see it in English letters. Though this is apparently deliberate, to encourage listening, it also means that you can't always be entirely sure how to pronounce what's being said.

Talkman's a bit more of a novelty than an invaluable new way to communicate. Though you really can't fault it value-for-money wise (it's only a shade more expensive than getting three phrasebooks) it's not practical. If we were heading off for the World Cup we might invest – the Euro pack includes Japanese, French, Spanish, German and Italian – but we probably wouldn't take our precious PSP to a football match or nightclub any more than we'd wave it about in a dark alley trying to find the 'please don't mug me' button. Still, it's an excellent excuse to *finally* use that fey-looking wrist strap you got with the value pack. **Joel Snape**

■ *Import Talkman now, or wait until May for a UK release.*

"WE WOULDN'T TAKE OUR PSP TO A CLUB ANY MORE THAN WE'D WAVE IT ABOUT IN A DARK ALLEYWAY"

TOTAL WINKER: Top tip: if you show this to a girl and she doesn't run away, she *totally* fancies you.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The pronunciation games are a nice addition. – It's not really a game. But it's not meant to be.	+ Well, it's nice that they've made the effort. – But couldn't Max have been a bit more cute?	+ Absolutely tons of phrases for all occasions. – Max is incredibly, incredibly annoying. Kill him.

LIFESPAN
Depend on your patience – but if you're that desperate to learn a foreign language, why not do a course?
MINUTES — YEARS

IT'S BETTER THAN...
SHOUTING.

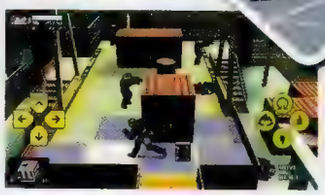
IT'S WORSE THAN...
A PHRASEBOOK.

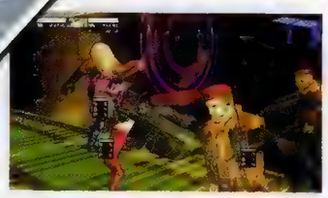
An interesting way to make new friends, as long as you're sure they're not muggers – but a bit too limited to be essential. Hopefully somebody'll come up with some 'hacks' for the mic.

79

The MON£Y $HOT
It looks gorgeous. The character and level design and the colour palette make it look like a moving comic book. And the explosions are just beautiful.

POINT BREAK: Enemies (and Snake) have hit points. They'll take a few shots to kill later in the game.





MENTAL GEAR

The Solid Eye System attachment comes folded in a cardboard envelope the size of a regular PSP box. After some fiddliness slotting it together, you can attach it to your PSP with velcro. In the game, switching to Solid Mode splits the screen in two which, combined with the goggles, fools the eye into thinking you're looking at the game in 3D. The sense of depth is fantastic and it somehow makes the screen look brighter and clearer, although it makes you look like a mental, so we doubt you'll want to play it on the tube. Keep Solid Mode for when you're alone at home, eh?

BANANA SPLIT: This is what it looks like without the goggles on. Rubbish, mainly.

PSM2 SILVER AWARD

INFOSTRIP

DETAILS
Developer: In-House
Publisher: Konami
Players: 1
Memory Save: 234kb

GAMEFAX
Action
Strategy
Sequel
Hard

TRIVBURST
- Summon special characters from the *MGS* series.
- Over 500 combat and item cards.
- Edit your deck and upgrade your attacks.

PUBTALK
The smart arse thing to say down the boozer.
"Kojima decided to make *MGS* on PSP a card game because he thought a traditional *Gear* would be too fiddly on the move."

METAL GEAR ACID 2

Poke your 'solid eye' at ladies in this tactical sequel.

The simple fact is, *Metal Gear Acid 2* is almost completely unplayable if you don't understand Japanese. *Almost*. Combined with online translation guides and a prior knowledge of some of the cards from the first *Acid*, we managed to wing our way through a good portion of the game. But is it worth importing? Probably not, if we're honest. But consider this a heads-up because despite its average predecessor, it's actually very good. *And* it comes packaged with a pair of cool cardboard goggles.

Fans of the last game will be pleased to know that *Acid 2* uses a similar, but improved, turn-based system to the last one. Commands are issued by selecting cards featuring characters and items from the *MGS* series. For example, the 'GRU' card (the soldiers who take over the tanker in *Sons Of Liberty*) is used for movement, while the 'ration' card is used for healing. This helps keep the game consistent with the *Metal Gear* universe, while also allowing for some excellent bonus cards.

SHOOT COCKTAIL: Attacking from the front like this is usually the result of poor strategy on your part.

THE BOSS OF ME

You can 'summon' bosses and characters like Grey Fox and The Fury to attack your enemies, which is accompanied by a nice little FMV clip of their appearance in previous games. The edit mode also returns, letting you upgrade and increase your cards' stats – making your movement card valid for four squares instead of five for instance. It's remarkably in-depth and there are hundreds of cards to find, each with their own abilities. Sure, it's slow-paced, but by its very nature that's what turn-based strategy *is*. If you're a thrill-seeker, look elsewhere.

In an attempt to expand the lifespan, Konami have added a few new game modes to complement the regular story. There are special challenge missions – finish a level without being seen, kill every guard in the area, finish with a limited selection of cards and so on – and you can unlock saucy pictures of attractive Japanese girls to point your Solid Eye at. Er, so to speak. <ahem>

The most obvious difference between this and the last game however is its unique visual style. Instead of *Metal Gear*'s characteristic muted palette, it's a rhapsody in primary colours and uses cel-shading to give it a comic book-style edge. Snake looks a bit odd though – what's with the garish purple sneaking suit?

FRUIT PUNCH: You can use FOC moves as an alternative to guns.

Acid 2 is really quite fine. Wait for the UK release, though – knowing what all the new cards do and having some semblance of plot will probably improve the experience somewhat. The Solid Eye is a fun touch, the missions are varied thanks to the huge number of cards on offer and, well, it's *Metal Gear*, which we'll always love. Good stuff. **Andy Kelly**

■ *Import Acid 2 right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Intuitive, varied and rewards strategic thinking. – Slow-paced, which could alienate action fans.	+ Stark and colourful with nice 3D effects. – It doesn't really look like a *Metal Gear* game.	+ The music is toe-tappingly good aural candy. – No voice acting – it's subtitles all the way.

LIFESPAN
A lengthy story mode, plenty of bonus missions, hundreds of hidden cards and unlockable lady photos.
MINUTES — YEARS

IT'S BETTER THAN...
METAL GEAR ACID

IT'S WORSE THAN...
LUMINES

It'll be difficult to appreciate in Japanese, but beneath the confusing menus there's an enjoyable, intuitive strategy game waiting to be found. Miles better than the first game.

80

PLAY NEW GAMES EVERY MONTH WITH THE UK'S NUMBER ONE XBOX 360 MAGAZINE

XBOX 360™

THE OFFICIAL XBOX MAGAZINE

FULL XBOX 360™ GAME TO PLAY!*

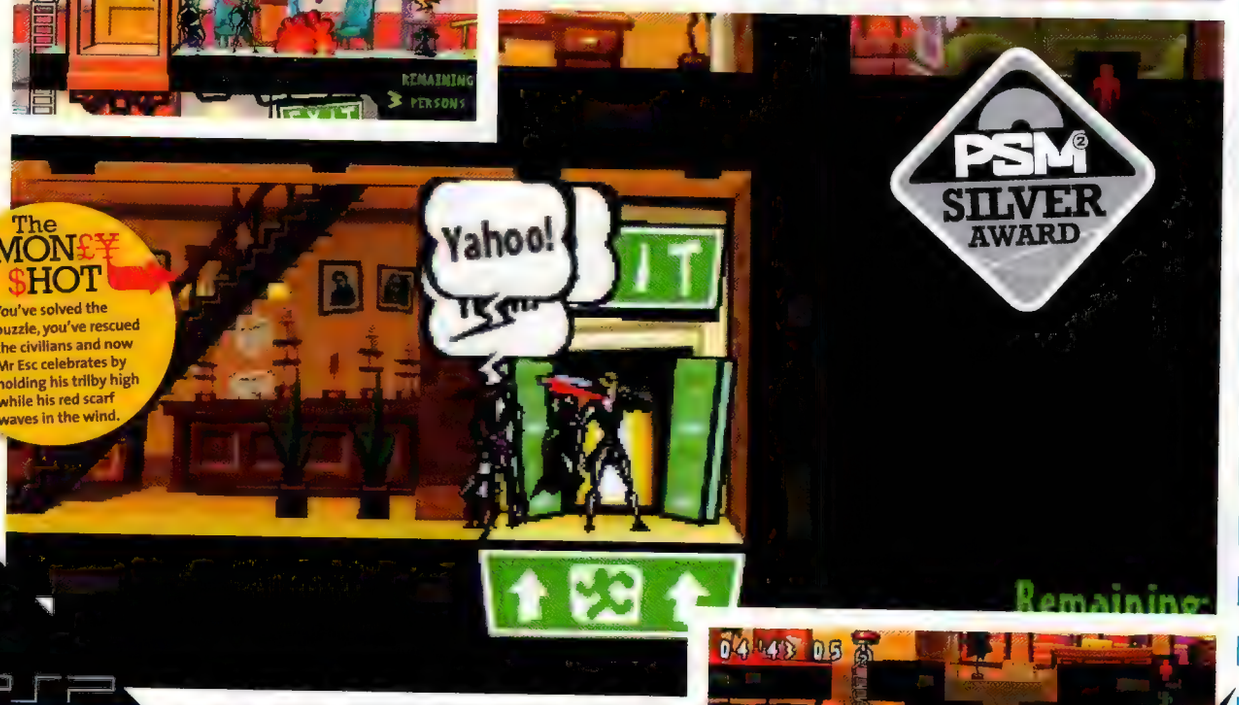
TWO XBOX 360 GAME DISCS
PLAY NEW GAMES EVERY MONTH WITH THE UK'S NUMBER ONE XBOX 360 MAGAZINE
XBOX 360
THE OFFICIAL XBOX MAGAZINE
EXCLUSIVE! PLAY THE FULL GAME FOR FREE INSIDE...
FINAL FANTASY XI World's first review & guide
Kameo
FINAL FANTASY XI
TWO DISCS
XBOX 360 TRIAL GAMES TO PLAY
XBOX 360 FULL GAME TO PLAY
PLAY NEW GAMES!
Hours of games to play with Final Fantasy XI, Kameo & Need for Speed Most Wanted...
XBOX 360 ON THE DISC

DOUBLE DISC SPECIAL!

ON SALE NOW!

Order your copy of *Xbox 360: The Official Xbox Magazine* today by calling the order hotline **0870 837 4722** (lines open weekdays 8am-9.30pm, Saturday 8am-4pm) or by visiting www.myfavouritemagazines.co.uk. Each copy costs £5.99, but please add postage: UK £1; Europe £2; rest of the world £3.

**Final Fantasy XI Online* Beta Version for Xbox 360 is playable until closed by Square-Enix, and requires an Xbox Live Gold account, Xbox 360 Hard Drive and a broadband connection.



The MONEY SHOT
You've solved the puzzle, you've rescued the civilians and now Mr Esc celebrates by holding his trilby high while his red scarf waves in the wind.

PSM2 SILVER AWARD

RESCUE ME

There are loads of different people in need of rescuing. There's the tiny child, the nimble youth and the portly older person. Each of these have to be helped in different ways and they also help Mr Esc find the exit. For example, the youthful set can jump gaps and they can also be used to help you haul up the fat old men and women. Even the oldies have a use – they can push large objects. It's just a case of selecting your helper with the stick and then telling them what to do. And the characteristics displayed by the others (like the way the kids will throw a wobbler if you leave them on a high ledge) really nails a realistic, if bizarre, feel for the game.

CHILD SUPPORT: You've got to help the little kids up onto high platforms to escape.

PS2

INFOSTRIP

DETAILS
Developer: Taito
Publisher: Ubisoft
Players: 1
Memory Save: 120KB

GAMEFAX
Strategy
Superhero
Original
Hard

TRIVBURST
- Over 100 rescue missions plus downloadable stages.
- Leap, swim and climb your way through the puzzles.
- Incredibly stylish looks.

PUBTALK
The smart arse thing to say down the boozer.
"Houdini had a bro called Hardeen. But he couldn't dislocate both shoulders like Harry, so was crap with the straitjackets."

EXIT

What's black and white and rescues folk on PSP? Clue: it's not a heroic zebra.

We've been subjected to machine-gun wielding 'heroes' for too long now. You'd be forgiven for thinking that modern good guys must, by law, pack Uzis, be built like mobile walls and drive massive sports cars. Hell, they've at least got to have a shady past, right? Mr. Esc is here to change all that. He is a shady character, in fact, but only in the literal sense. That's right, the affable star of *Exit* is a wise-cracking shadow.

So it's no wonder, then, that our hero's trade is escapology. Straitjackets, small boxes; you name it, he can get out of it. And when people need saving from burning buildings, Mr Esc is first on the scene. The way *Exit* works is simple but effective. You run around the side-scrolling floors of various constructions, while climbing ladders, sliding down ropes putting out fires and leading trapped people to the... erm, exit. It's a lot like *Lemmings* in that respect.

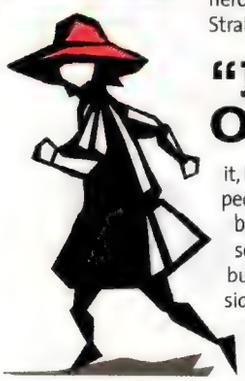
It also doffs a cap to the rodents by allowing you to order rescued individuals about. Flicking the stick brings up a cursor which you can use to direct people to keys, fire extinguishers and other usefuls. It's fiddly at first, but once you get used to the dual controls, *Exit* comes to life.

SHADOW PLAY

Slick animations and beautiful cel-shaded graphics create a look previously unseen on PSP. Honestly, the screenshots don't do it justice. And the very sight of Mr Esc helping a worried child down from a ledge fills you with joy. The kid can then return the favour by pushing their tiny torso through a small space and activating a door's pressure switch. Lovely stuff. And it's not just the visuals that make this puzzler enjoyable, there are jokes throughout – like when you get someone killed. The little character pops forward into the screen and a bloke with a jet-pack zooms past and grabs him in his arms screaming "I'm the hero now!" Mr Esc's quips about not liking stairs and being 'too old for all this' are another 'favourite'.

It's not without frustrating bits, mind, like not being able to change direction once you're ascending/descending ladders or stairs. It's also quite slow. But regardless, it's a super-stylish puzzle game that offers hundreds of levels. *Exit* is a welcome breath of originality on PSP.

Nathan Irvine
■ *Head for the* Exit *right now*



"MR ESC IS SHADY, BUT ONLY LITERALLY"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A finely tuned balance of puzzles and action. – The puzzles seem to meld into one after a while.	+ Beautifully stylised visuals and animations. – Judging jumps can be a little tricky.	+ Some nice quips from our shadowy hero. – The music and the voice acting is repetitive.

LIFESPAN
You can tuck into the ton of missions on offer and you can even download extra stages via the interweb.
MINUTES — YEARS

IT'S BETTER THAN...
FRANTIX

IT'S WORSE THAN...
LUMINES

It may not be as addictive as the likes of *Lumines* but this is one hugely entertaining puzzle titles. It's the sort of thing that makes you fall in love with PSP all over again.

84

The MONEY $HOT
As Chun-Li prepares to descend, it's hard not to be impressed by how lovely all this looks. If only the controls matched the graphics, all would be well.

PS2

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 234kb

GAMEFAX
Hard
Violent
Beat-em-up
Retro

TRIVBURST
- 32 characters
- Dramatic battle, Versus, Training, Final Boss, Arcade and Wi-Fi modes.

PUBTALK
The smart arse thing to say down the boozer.
"The very first *Street Fighter* came out in 1987, 19 years ago. Half of you probably weren't even born then."

STREET FIGHTER ALPHA 3 MAX

If you could carry an arcade stick the size of a tea tray, this might be the best PSP game in the world.

Odd one, this. *Street Fighter Alpha 3 Max* is the best and worst choice for conversion onto PSP. Crammed onto its screen, those gorgeous 2D graphics look sharper and brighter than ever, like a lovely cartoon about two men in pyjamas.

It's also perfect on-the-go gaming fodder – with most bouts lasting a furious two minutes or less, there's nothing to stop you sneaking a quick smackathon in while you're queuing up to buy some stamps or having a dump. And if you're not acquainted with the *Street Fighter* series, *Alpha 3* was its pinnacle – the one before Capcom started 'experimenting'. This is *SF* at its best – big hitters Ryu, Ken, Akuma and Chunners are all there, backed up by later favourites like Charlie and Cody (of *Final Fight* fame). It's got the best backgrounds of the series, jammed with little details for Capcom lovers (Haggar and the Mad Gear Gang turn up in the Metro City backdrop) and the most excitable announcer ever ("Go for broke! Triumph or die!"). Best of all, Capcom have included a stripped-down version of *Marvel Vs Capcom 2*'s tagging system, allowing for two-on-two bouts – though, sadly, no team-up super moves. It is, in short, absolutely brilliant.

"IT'S BRILLIANT. YET THERE'S A 'BUT'..."

LOSE CONTROL

Yes, of course there's a but. The thing is, *SF*'s controls really don't work that well on the PSP D-pad. It's not hopeless – fireballs and even super-moves are reasonably easy to pull off – but dragon punches and spinning piledrivers are tricky, and impossible to manage really consistently. On the lower difficulty levels it barely matters, but in Wi-Fi bouts it's crucial – and it'll only take half an hour or so of play before your thumb's aching like anything. In Japan there's a miniature control pad that slots over the PSP and includes 'proper' diagonals, but until it comes out over here, this is simply a slightly-too-tricky version of one of the greatest fighters ever. **Joel Snape**

■ *Alpha 3* is out now.

YOU HOLD HIM, I'LL DRAGON PUNCH HIM

Bison not a challenge any more? Dispatching Akuma with a nonchalant tut? Then it's time to direct your attention to the Dramatic Battle option nestling innocently among *SFA3M*'s barrage of match types. Essentially, it's two-on-one *Street Fighter*, and though it's not as comprehensively balanced as other match types – obviously, the game brain *could* just constantly fireball you unconscious with its numberical superiority – blocking works better than you'd expect and taking down Ryu *and* Ken's absolutely brilliant. On the flipside, you can also choose to be on the team side and pick on the machine, or leave your AI pal to do the hard work.

ONE TWO OVER THE CUCKOO'S NEST: **A bit of two-on-one action always satisfies.**

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Balanced, easy to pick up and devilish to master. – Shame the buttons don't work perfectly.	+ 2D's never looked more beautiful. – Why does a super finish turn the screen green?	+ Spot on, and as aurally awe-inspiring as ever. – Not quite as memorable as the classic *SF2* music.

LIFESPAN
The sort of game you'll dig out whenever you need fun – don't hold your breath looking for Wi-Fi 'action', though.
MINUTES — YEARS

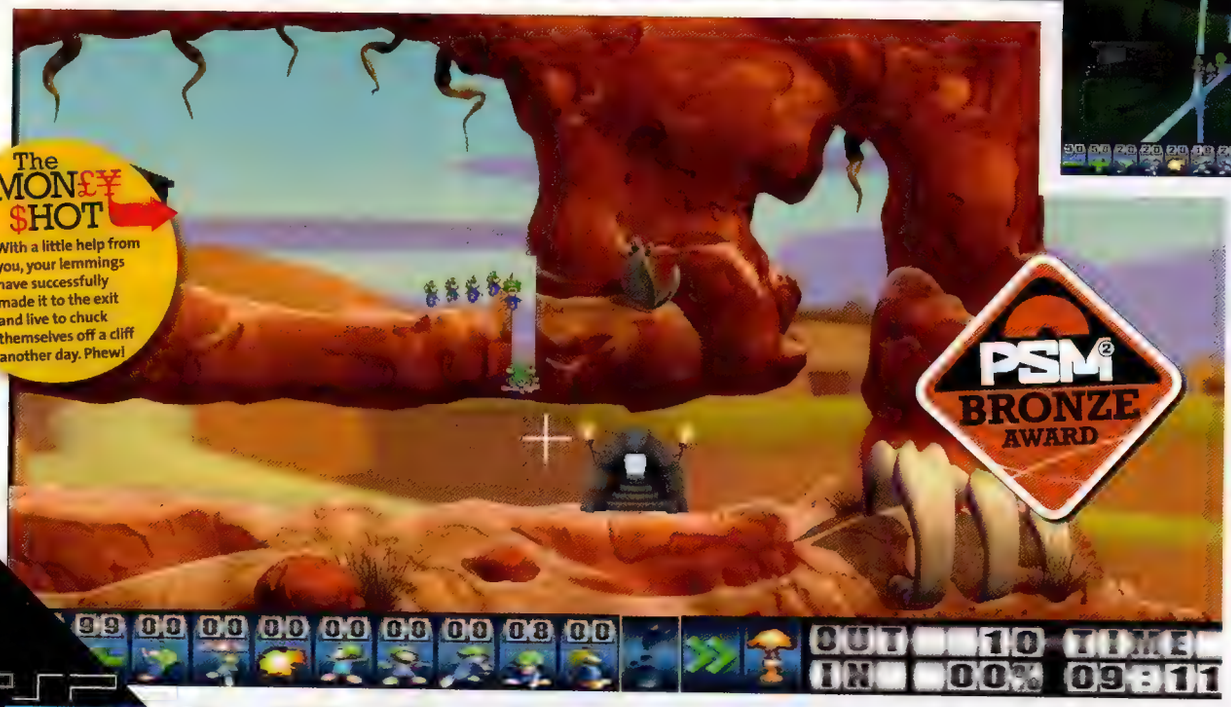
IT'S BETTER THAN...
DARKSTALKERS:

IT'S WORSE THAN...
GUILTY GEAR XX

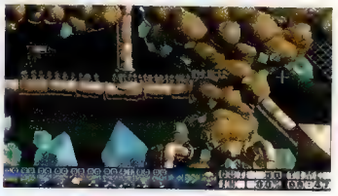
A new, comprehensive version of one of the best games in the *Street Fighter* series – it's almost worth making your own controller-hat out of bottletops and rubber just to play this.

84

WORLDWIDE WEB: Mesh fences amd webs are tricky to negotiate as each strand must be dug through.



The MON£Y $HOT
With a little help from you, your lemmings have successfully made it to the exit and live to chuck themselves off a cliff another day. Phew!



PS2

INFOSTRIP

DETAILS
Developer: Team 17
Publisher: Sony
Players: 1
Memory Save: 80kb

GAMEFAX
Platformer | Old school | Puzzler | PC game

TRIVBURST
- 120 levels in Original Mode and 36 shiny new ones in Special Mode
- Design your own levels and share them via Wi-Fi, or download them online.

PUBTALK
The smart arse thing to say down the boozer.
"In the original *Lemmings*, the graphics for the level 'A Beast of a Level' were taken directly from the game, *Shadow Of The Beast*."

LEMMINGS

Despite its suicidal tendencies this stone-cold classic is back from the dead. It's time for some lemming aid...

After a hiatus of some years, the suicidal rodents make their return. But unlike *Prince Of Persia* and other resurrected classics, *Lemmings* sticks to its roots. The aim of the game is simple – guide the rodents to the level's exit. Sadly, being lemmings, they'll blindly walk off cliff edges, casually march into lava pits and happily stumble into traps unless you help.

Apart from an extreme lack of self-preservation, your lemmings have no special attributes by default, but by clicking on one of eight icons, you can assign each of them skills allowing them to negotiate their surroundings. The skills available, for those unfamiliar with the game, include the Climber, who'll clamber up any walls; the Floater, who gently floats down any drop that would normally kill it; the Blocker, who bars the path of others; the Digger, who digs a hole straight down through the floor, and a stack of others into the bargain.

BLOCK THE CASBAH

You'll need to put only one or two of these skills to use as the game begins, but as you progress through the increasingly intricate levels, the combinations of abilities needed to succeed become far more complex. To make matters worse, the deeper you get, the more useful skills like Basher and Blocker become far scarcer and the number of expendable lemmings is much less. Yes, *Lemmings* gets very tricky, very quickly, so take a tip from us and strap your PSP firmly to your wrist before playing, unless you want to make a frustration-fuelled, PSP-shaped dent in the nearest wall.

"NOTHING'S CHANGED FROM 15 YEARS AGO"

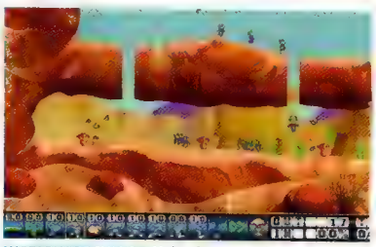
While *Lemmings* is just as much fun as it always was, apart from being able to design and share levels, virtually nothing has changed from when it first appeared 15 years ago. Yes, there's the new Special Mode, but despite the name, it's simply a collection of new levels that aren't that different from those found in Classic. Even the original Amiga version had a two-player mode, but there's no sign of a multi-player here. This is a faithful conversion of the original game rather than a souped-up remake, but it's one that lends itself well to PSP. While there's much fun to be had, it's just a little disappointing that after 15 years and a host of sequels, there's little here that's new. **Richard Owen**

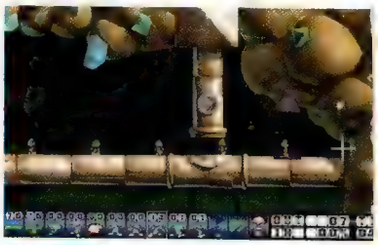
Lemmings is out March 3rd.

SUICIDE IS PAINFUL: It's fun turning lemmings into bombs with the Bomber command.

ONUS IS ONLINE

While there's absolutely nothing new here in terms of gameplay, Team 17 and Sony are hoping that their online support will make up for this obvious shortcoming. As a result, they've promised to provide exclusive new levels and themes for download online and they'll host the best user-created levels there too. Head on over to www.yourpsp.com/lemmings to see what's on offer and details of how to upload your own *Lemmings* death pits to the site.


WORLDWIDE SUICIDE: Upload your most fiendish level creations to the website.


PIPE DREAMS: Some new gameplay elements would have been nice, though.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simplicity itself to pick up and brilliantly addictive. – No margin for error as the difficulty cranks up.	+ Bright, sharp, colourful and crisp. Does the job. – The backgrounds get a little repetitive.	+ A selection of reworked classic *Lemmings* tunes. – Only a few tunes – so you'll turn the music off.

LIFESPAN
Plenty to get stuck into here, plus downloadable and customisable levels too.
MONTHS — YEARS

IT'S BETTER THAN...
FRANTIX

IT'S WORSE THAN...
LUMINES

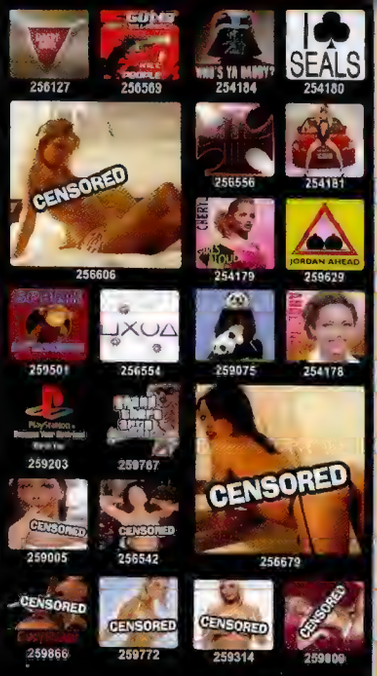
A decent recreation of a solid gold classic. It's a real shame that there's absolutely no new gameplay here, though. Still, if you've never played *Lemmings* before, worth checking out.

78

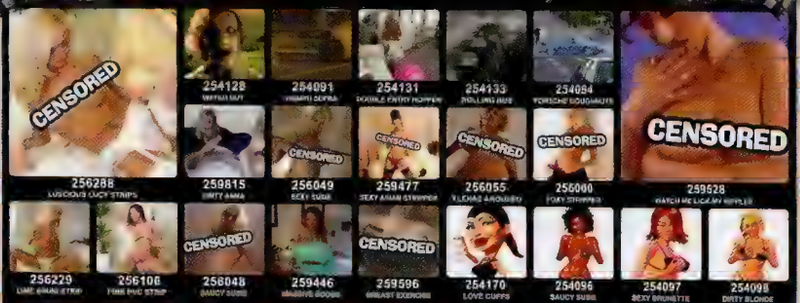
DBMob.com

ORDER 1 GET 1 - NO CON

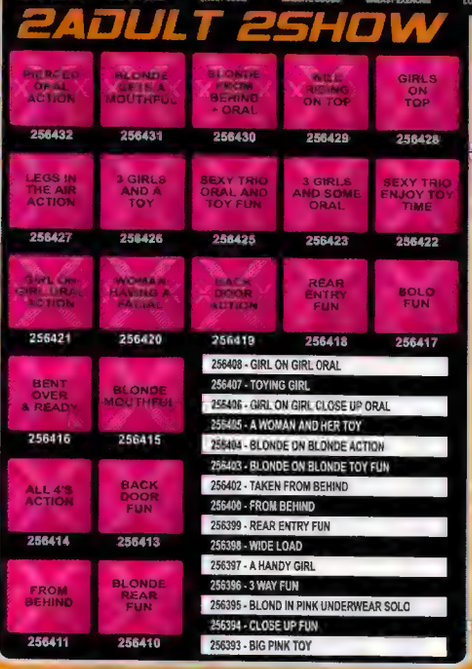
WALLPAPERS



VIDEO



2ADULT 2SHOW



EXTREME SPORTS
MULTI CLIP VIDEOS

2ADULT 2SHOW

TO ORDER JUST 1 ITEM:

ADULT
TXT CODE TO 69011
EG: 256265 to 69011

EVERYTHING ELSE
TXT CODE TO 80155
EG: 250457 to 80155

TO ORDER FROM IRELAND: TXT [illegible] + CODE TO [illegible]

TUNES

LATEST POLY TUNES

PHARRELL - CAN I HAVE IT LIKE THAT	251446
THE DARKNESS - ONE WAY TICKET TO HELL AND BACK	251439
DR DRE FEAT EMINEM - FORGOT ABOUT DRE	251806
MADONNA - HUNG UP	251412
GREEN DAY - JESUS OF SUBURBIA	251407
GOLDFRAPP - NUMBER ONE	251401
BLACK EYED PEAS - MY HUMPS	251435
KANYE WEST - GOLD DIGGER	251378
RIHANNA - PON DE REPLAY	251324
SUGABABES - PUSH THE BUTTON	251385
MYLO - DOCTOR PRESSURE	251366
LIL KIM - LIGHTERS UP	251449

LATEST TRUE TONES

THE DARKNESS - ONE WAY TICKET TO HELL AND BACK	256333
U2 - ALL BECAUSE OF YOU	256285
PHARRELL - CAN I HAVE IT LIKE THAT	256332
DR DRE FEAT EMINEM - FORGOT ABOUT DRE	256275
GREEN DAY - JESUS OF SUBURBIA	256308
GOLDFRAPP - NUMBER ONE	256294
BLACK EYED PEAS - MY HUMPS	256317
KANYE WEST - GOLD DIGGER	256310
THE PUSSYCAT DOLLS - DON'T CHA	256319
RIHANNA - PON DE REPLAY	256322
SUGABABES - PUSH THE BUTTON	256323
MADONNA - HUNG UP	256286

REAL SOUNDS

FULL METAL JACKET - "DO YOU SUCK...?"	256138
STAR WARS - JABBA'S LAUGH	256068
FRIENDS - JOEY - HOW YOU DOIN'?	256063
DONALD DUCK GETS HEAD	256056
PULP FICTION - THE PATH OF THE RIGHTEOUS MAN	256051
BO SELECTA MICHAEL JACKSON - SHAAMONE	256047
BACK TO THE FUTURE - SERIOUS S***	256045
THE GREATEST FEMALE CLIMAX EVER!!	256031
DUKES OF HAZZARD - GENERAL LEE	256135
DR EVIL - THROW ME A BONE	256024
ACE VENTURA - ALRIGHTY THEN	256022
THE REAL PSYCHO ATTACK SOUND	256002

MOAN TONES

OOH YEAH!	256147
YEAH DROPPING LOADS BABY!	256148
OOH IT'S SOOO GOOD	256149
YOU LIKE THAT ASS BABY?	256150
OH YEAH F*** THAT P***Y	256151
DON'T STOP!	256154
2_ADULT 2SHOW	256155
2_ADULT 2SHOW	256157
2_ADULT 2SHOW	256158
2_ADULT 2SHOW	256160
2_ADULT 2SHOW	256161

GAMES

COMPATIBILITY: A: NOKIA B: MOTOROLA C: SAGEM D: SAMSUNG E: SHARP F: SIEMENS G: SONY ERICSSON

MORE GAMES

CODE - TITLE	COMPATIBILITY
256462 - CHIX	A,E
256493 - HOT SOLITAIRE	A,B,E,F
256480 - KAMASUTRA	A,B,C,D,E,F,G
256494 - KIT OFF KIRSTY	A,B,E
256495 - REVEAL ME	A
256470 - SEX JACKPOT	A,B,E
256471 - SPERM REBEL	A,B,E
256472 - STRIP POKER	A,B,E
256498 - XXX PUZZLE	A,B,F
256478 - BEAN RUNNER	A,B

XXX & SEXY MOVIES FOR YOUR MOB

£1.50

XXX ADULT MOVIES >>
TXT VIDEO TO 69011
JOIN VIDEO FOR £1.50 PER MOVIE TWICE WEEKLY

SEXY MOVIES >>
TXT VIDEO TO 80155
JOIN VIDEO FOR £1.50 PER MOVIE TWICE A WEEK
TO JOIN FROM IRELAND TXT IREVIDEO TO 57856

VISIT OUR FREE WAP SITE:

TOTALLY FREE AND EASY TO USE MOBILE MENU WITH THE LATEST RED HOT CONTENT, UPDATED DAILY, NO SUBSCRIPTIONS, NO CLUBS AND:

UP TO 75% OFF

TXT WAP TO 80155

50p HILARIOUS TXT JOKES

RUDE, CRUDE & VERY FUNNY!

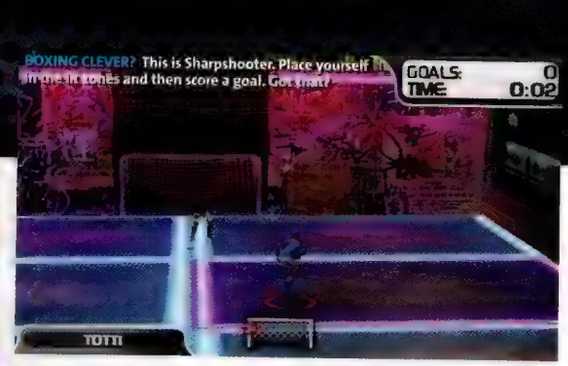
RUDE JOKES >>
TXT SUB BOYS TO 80155
JOIN SUB BOYS FOR 50P PER JOKE TWICE A WEEK

CAN'T FIND WHAT YOU'RE LOOKING FOR?

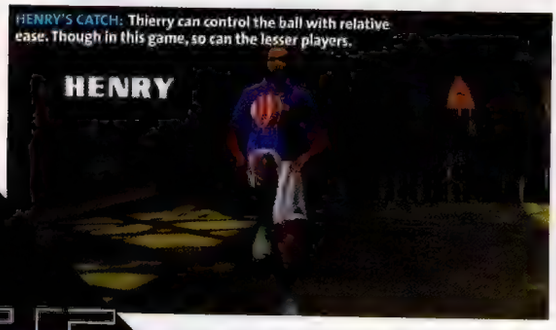
TXT 25WANT (SPACE) YOUR MESSAGE TO 80155
EG: TXT 25WANT ALIEN REALSOUNDS TO 80155

Customers must be over 16 years of age. Standard pictures, video, and ringtones cost £4.50 (Ireland €6). Games cost £6.00 (Ireland €8). Charge messages sent in denominations of £1.50 (Ireland €2). You will be sent a WAP link to collect your item and a small additional network charge may be incurred. SUBSCRIPTION SERVICES: 69011 is for adults only (18+) and 80155 is non-adult content(16+). VIDEO to 69011 (£1.50 per movie twice weekly). VIDEO to 80155 (£1.50 twice a week). SUB BOYS to 80155 (50p* twice a week). *50p subscriptions are charged at £1.00 with every 2nd item free = 50p each. Irish Subscriptions are for over 18s only. IREVIDEO to 57856 (€2 twice weekly). To unsubscribe from any of these services text STOP to the number you used to join or email unsubscribe@dbmob.com. All 2Adult 2Show items are for over 18s only. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TUNES, MCPS & PRS payments paid. TRUETONES are not original recordings and are not sung by original artists and are not connected with the artist or associated companies in any way. CAN'T FIND IT: This initial service is not charged apart from the usual network message charge with located content sent to you at our normal rate eg. Ringtone £4.50 (Ireland €6). Prices correct at time of going to print. We reserve the right to alter pricing at any time. K2 Media may contact you by SMS with the latest promotions and other products offered by K2 Media or its associated companies. DBMob is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

The MON£Y $HOT
Stringing together the perfect combo of skills and then firing the Gamebreaker shot past the hapless keeper always feels sweet. Sort of. Get in!



BOXING CLEVER? This is Sharpshooter. Place yourself in the box, kick the ball and then score a goal. Got that?



HENRY'S CATCH: Thierry can control the ball with relative ease. Though in this game, so can the lesser players.

THE LAME GAME

No EA sports title would be complete without a few new minigames thrown in. And these must be the most unimaginative selection to date. First off there's Striker – a challenge mode where it's just you and the keeper in a race to see how many goals you can score. The *excitement*. Then you've got Sharpshooter, which is about as fun as back surgery. You've got to shoot from six highlighted sections of the pitch until all the lights go out. This sounds simple, but when you consider that shooting is *FIFA Street 2*'s worst attribute it doesn't make sense to showcase how bad it really is. Sort it out, EA. Throwing in the ball juggling game in from *FIFA 06* would've made perfect sense.

GOAL-DEN BOOT: The formula is simple for Striker. Shoot, score, shoot, score, sh... ah you get it.

INFOSTRIP

DETAILS
Developer: EA Big
Publisher: EA
Players: 1 - 2
Memory Save: 240KB

GAMEFAX
Sports | Network | Stupid | Hard game

TRIVBURST
- 300 players from 20 National sides, including England and Brazil
- Take on your mates via the Wi-Fi mode
- Two mini-games – Sharpshooter and Striker

PUBTALK
The smart arse thing to say down the boozer.
"Ronaldinho once played in a pair of Nike football boots containing 8oz of real gold. Not that footballers are paid ridiculous amounts of money or anything. No."

FIFA STREET 2

EA are good at basketball games, but that's no excuse for making their football games feel like shooting hoops. Off the heazay! Er... three goals!

Don't get your hopes up – there might a brand new *FIFA Street 2* about to hit PS2 (with buckets of new features) but you've played this one before. This is the first *FIFA Street*. That's right, *another* direct port and therefore, despite an update of squad players (Peter 'Timmaaah' Crouch is in), *FIFA Street 2* is almost identical in every way to its precursor.

Oddly, one of the main changes is that there aren't any sliding tackles. So rather than lining up a crippler from behind, you only get to poke a toe in to get the ball away. No more kicking holes in Ronaldo for us. It's also got a selection of hastily tacked-on minigames, like Sharpshooter and Striker (see 'The Lame Game' above).

Aside from these minor changes, *FIFA Street 2* feels crudely cobbled together. OK, so it comes with a Rule The Streets career mode and more Gamebreaker power shot, you won't be able to view it again.

For all its faults, *FIFA Street 2* does deliver a warm sense of self-satisfaction when things go right. But it doesn't happen often. You're constantly struggling to get to grips with the fractious gameplay as your players awkwardly run to loose ball. And you'll be left wondering what you did differently to normal when you do score a glut of goals. Like when we were tanked 5-1 and had a million shots, only to play again, against the same team with the same tactics and win 5-0. *FIFA Street 2* is like real football because of the spherical bits of leather the players kick around – but that's where the similarities end. **Nathan Irvine**

■ *FIFA Street 2* kicks off on March 3rd.

"FIFA STREET 2 PLAYS LIKE BASKETBALL"

tricks than Ken Dodd's tax returns, but it feels so wrong. Like its PS2 brethren it plays too much like basketball. Seriously. The way the ball sticks to the players' feet makes it feel like they're wearing glue-coated shoes. Pulling off twisty turns and skills is child's play, but you'll look on in helpless despair as your players get skinned by the opposition. We understand it's meant to be about showboating – we get that. But being forced to perform a minimum of four dinks and lollipops before even troubling the keeper with a shot – because a shot not preceded with tricks will be saved every time, even at point-blank range – just isn't on.

REPLAY TIME
Something else that isn't 'on' (or rather 'in') is a replay mode. So even if you do string together a fluid passing move before finishing it off with a

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Action-packed footie laced with tricks and skills. – It feels like basketball, and lacks fluidity.	+ Nicely rendered players with some slick animation. – Some frame rate and clipping issues.	+ A nice mix of decent dance and hip-hop tracks – It's got a remix of Ant Music by Adam & The Ants.

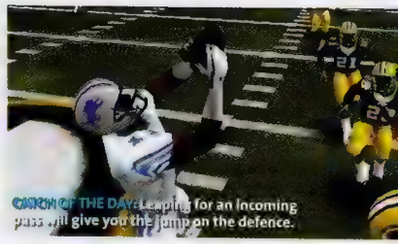
LIFESPAN
There's the option of unlimited Wi-Fi matches, but you might not have the patience to persist.
MINUTES — YEARS

IT'S BETTER THAN...
NBA STREET

IT'S WORSE THAN...
PES5

For the odd short kickabout, you can't go too wrong with this. But in the long term you'll become frustrated with the way that *FIFA Street 2* just doesn't feel like football. Shame.

61



INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 144kb

GAMEFAX
Sport
Official License
Network Play
Realistic

MADDEN 06

EA's acclaimed NFL franchise finally touches down on PSP. But is it good or just a load of old 'sack'?

PSM2 BRONZE AWARD

For a sport that's been officially proven to have more rules than any other, *Madden NFL 06* really is simple to get in to. Hell, you can even learn plays via Mr Madden's in-game hints. Nice. But PSP's pigskin action somehow lacks the razzmatazz of it's PS2 incarnation.

While the hard-hitting game serves up the thrills and spills of the NFL, it doesn't manage to capture the glitz and presentation that we've come to love from this series. Take the commentary, for example. We <ahem> received a deep punt in our end-zone and ran the length of the pitch to score a sublime touchdown, only for our skill to be greeted with a dour comment saying "the defence are really at fault there". What about our glorious sprint from just now? Eh? Ah, forget it.

Apart from the distinct lack of bells and whistles – including being devoid of replays – *Madden NFL 06* plays a slick game of US football. Aerial tackles pummel the opposition with aplomb. Jinking runs can easily be executed. And the oh-so simple passing game allows you to flick out short snaps or long 'hail Mary' lobs with ease and style.

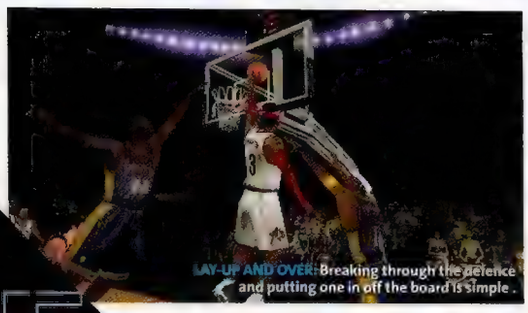
For a pocket game you can only marvel at what *Madden 06* achieves. It looks good and captures the intensity well. There are nice mini-games too – allowing you to practice passing and tackling. If only the presentation had a little more jazz about it. **Nathan Irvine**

■ Madden NFL 06 *is out now.*

PSM2 VERDICT

Without the exciting presentation, *Madden*'s first trip onto PSP is slightly drab. It works well as an almost direct port of the PS2 version, but it falls short of being something special.

7.1



PSM2 BRONZE AWARD

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1
Memory Save: 150kB

GAMEFAX
Sports
Official License
Network Play
Addictive

NBA LIVE 06

Five once invited us to 'slam dunk da funk'. Fortunately comparisons with EA's latest baller end there.

Let's face it; we're not going to get a decent footie title on PSP any time soon. There is another option, though. Might we suggest some B-ball? Or, more to the point, the bombastic showmanship of *NBA Live 06*?

While trying to look brilliant on *PES* requires horrendously fiddly control, *NBA Live 06* allows you to ooze skill. OK, throwing a blind pass isn't exactly a well-timed nutmeg, but it still looks good. There's even a contest to showcase your moves in the form of the slam dunk competition. This is where you get a chance to light up the court with audacious cartwheels and flips.

Elsewhere, the hard-board action remains fluent and enjoyable. The roster's bursting with talent from Shaq O'Neal to fresh-faced rookies that you wouldn't recognise if they were bouncing a ball off your face. And each is equipped with specific traits, including hulking power moves or exquisite passing play. Plus there are loads of teams, competitions and Wi-Fi matches to get involved with.

However, there are awful niggles and glitches that hinder your court time. Loading between scoring and out of bounds calls grate, and your AI buddies don't always act correctly, leaving you frustrated as they miss an obvious rebound or block. But overall, *NBA Live 06* satisfies most of your hand-held sporting needs without the ham-fistedness task of *trying* to look good. **Nathan Irvine**

■ NBA Live 06 *is out now.*

PSM2 VERDICT

It's not perfect, but it's massively entertaining. The All-Star mini games are purely addictive and there's more than enough leagues and competitions to keep you coming back.

7.4

"YOU LOOK LIKE DEATH"

CORPSE BRIDE

Tim Burton rises to the occasion for a new gothic 'toon fest...

Years ago (1993, to be exact), Tim Burton brought us The Nightmare Before Christmas, which still stands out today as one of the best stop-motion comedy musicals about strange creatures and spooky spirits ever [cough]. Now, more than a decade later, he's decided to return to the genre. While it's not as musical as Nightmare (though it does feature several songs), Corpse Bride sees scatty bundle of nerves Victor Van Dort (Johnny Depp) trying to overcome his wedding jitters. When the rehearsal goes spectacularly wrong, Victor flees to the woods near his home village, and practices his wedding vows, placing the ring on a nearby dead branch. Big mistake – it's actually the hand of the Corpse Bride (Helena Bonham Carter), and Victor is now married to a

"THE WORLD OF THE DECEASED IS MUCH MORE FUN THAN THE DREARY LAND OF THE LIVING"

woman from the Land Of The Dead...

Burton's gothic sensibility is layered through Corpse Bride – as usual, the world of the deceased is a much more colourful and fun place than the dreary land of the living, as Victor soon discovers. And what lifts Corpse Bride from being a 'cartoon' is the bubbling enthusiasm and imagination on display here. And Burton was shooting Charlie And The Chocolate Factory at the same time...

GETTING ANIMATED

The result is a weird and mostly wonderful adventure. There are a few complaints here and there, however. For all its fun ideas, the film never quite breaks free of the basic, rather straightforward central plot (man marries dead woman). And a lot of what's on display is pretty basic Burton. At times, you almost get the feeling you're watching a roughly retooled version of Nightmare – there's even a loveable dog (a ghost in Nightmare, a skele-pup in this) to make the audience go 'awwww'.

That said, it's hard not to love what the cast and crew have managed here. Danny Elfman contributes some fine musical numbers and everyone's on form, as Depp holds the whole thing together with real sweetness. Not Burton at his best, but rather fine all the same.

STARRING
- Johnny Depp
- Helena Bonham Carter
- Emily Watson
- Albert Finneyt
- Paul Whitehouse

DIRECTOR
- Tim Burton
- Mike Johnson

CERTIFICATE
- PG

PRICE
- £17.99

RELEASE
- Out Now

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Frightfully funny throughout. – Some repetition of old ideas spoil it.	+ Nice voice work from all the cast members. – Possibly a little bit too long.	+ All the Making of material you'd want... – ...but nothing really surprising

EXTRAS

There's plenty here about how Burton came up with the idea, and how his team put it together. But couldn't he have found time for a commentary? That's just stingy.

IT'S BETTER THAN...
RENTAGHOST

IT'S WORSE THAN...
NIGHTMARE BEFORE XMAS

Haunting but never astonishing. Still, Corpse Bride is still often a terrifically funny movie and well worth checking out, despite its shortcomings.

76

"SIMPLY THE FINEST TV SHOW EVER. EVER"

THE SIMPSONS SEASON SEVEN

Back to Springfield for a new batch of classic cartoons. Dive right in...

STARRING
- Dan Castellaneta
- Julie Kavner
- Nancy Cartwright
- Yeardley Smith
- Hank Azaria
- Harry Shearer
- Phil Hartman
- Albert Brooks

DIRECTOR
- Various

CERTIFICATE
- 12

PRICE
- £39.99

RELEASE
- Out Now

Buyer beware: we are finally about to leave the golden age of Simpsons episodes. After Season Seven, it starts to get a little dodgier in terms of quality. So treasure the fact that this box set is, like seasons 2-6 before it, laden with top notch goodness.

Take, for example, The Day The Violence Died, in which Marge sets out to rid her kids' favourite TV 'toon (Itchy & Scratchy) of its bloodthirsty nature. Or 22 Short Films About Springfield, a clever look at the town and its inhabitants. As usual, every show is layered with more humour than most sitcoms either side of the pond can find in entire seasons.

TOP TOON

After all, how many shows do you know that can go from spot-on TV parody (opening episode Who Shot Mr Burns? Part 2, which plays with the conventions of both whodunits and the series itself), to a treatise on what it means to have a soul (Bart Sells His Soul)? It's a credit to the writers that every subject they tackle comes out feeling fresh – and more importantly, funny.

Thanks are also due to the cast, who continue to prove themselves among the best the States have to offer. And The Simpsons always attracts the cream of the crop in guest stars: Paul McCartney? Donald Sutherland? Jeff Goldblum? The list is endless. Treasure this season. It's downhill from here.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Non-stop laughs throughout. – It's downhill from here on in.	+ Intelligent comedy is hard to find sometimes. – One or two guest stars are somewhat lacking.	+ Commentaries for every episode. – Some featurettes are very basic.

EXTRAS

The commentaries are the clear highlight as per usual, though they're not consistently funny. The best of the rest is a piece on creating a 3D Homer.

IT'S BETTER THAN...
THE FLINTSTONES

IT'S WORSE THAN...
SIMPSONS: SEASON SIX

Springfield's finest continue to shine in a way no-one else can even come close too. The Simpsons at their very best, this is a compulsory purchase.

90

RED EYE

STARRING
- Cillian Murphy
- Rachel McAdams

DIRECTOR
- Wes Craven

CERTIFICATE
- 12

PRICE
- £17.99

RELEASE
- Out Now

After the staggeringly awful Cursed, you can understand Wes Craven ditching horror for a while. But the gore genre's loss is thriller's gain, as Red Eye is a pulse-bothering jaunt across the skies. Rachel McAdams is the hotshot hotel employee targeted by terrorists to help with the assassination of a prominent US politician. Cillian Murphy (last seen as Batman Begins' creepy Scarecrow) is the "fixer" charged with getting her to go along with the plan. For the first two thirds of the film its tension all the way as Murphy piles on the pressure – threatening McAdams' father, and brutalising her when she doesn't go along with the idea. It's only when she finally escapes his clutches and makes a run for it that the plot takes a turn for the barmy as her plucky heroine turns into a vigilante.

68

AEON FLUX: THE COMPLETE ANIMATED SERIES

STARRING
- Denise Poirier
- Andrea Carvajal

DIRECTOR
- Peter Chung
- Howard Baker

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- February 13th

Before Charlize Theron squeezes her lithe frame into sci-fi bondage gear for the movie version, it's time to take the opportunity to discover the 'toon behind the film. Sprung from the frankly warped brain of creator/co-director Peter Chung, the Aeon Flux cartoons on US channel MTV were a brain-sizzling blast of unconventional animation. Seriously Manga influenced, they smashed convention (Aeon ended up dead at the conclusion of all her Series One missions) and dropped jaws. They're not perfect: sometimes actual entertainment is blinded by sheer, incomprehensible madness, but they're required viewing for sci-fi fans. And, while this sounds like typical fanboy whining, they're definitely better than the film.

55

© Sony Pictures Television International. All Rights Reserved. Rescue Me is also on Sky One
© WARNER BROS / MTV / DREAMWORKS / UNIVERSAL / 2004 SHIROW MASAMUNE

Films from another space and

ANIMANIA

FULL METAL PANIC 5

Although the cover and title suggest massive robot death, Full Metal Panic is more of a drama than anything else. This volume revolves around the new guy Souske and his struggle to survive behind enemy lines. There's a decent amount of action, but it's mostly talky-talky. That's all fine and good, but we were expecting something a little more explosive. Oh, well. That's life.

79

RAH XEPHON: VOLUME 03

This series just gets better and better. Confronted with his destiny, Ayato must make a terrifying choice: reclaim the Rah Xephon or sacrifice everything he holds dear. Nightmare. There's shedloads of robot-on-robot battling as the horrible Dolem creatures hover ominously above Tokyo preparing to strike. Gorgeous action and drama. More please.

91

DNANGEL: MAGICAL GIRL

Imprisoned under tight military security, Lucy, a genetically-altered human known as a Diclonius, escapes her confines in a wave of bloody violence and brutality. Now lost, alone, and stricken with amnesia, she wanders into a kindly family that takes her under their care, oblivious to the latent destructive power that this innocent-looking girl harbours. This is proper mental.

68

ALSO RELEASED

FOUR BROTHERS

Released Out Now Cert 15 Price £19.99

Mark Wahlberg is one of the siblings out to revenge their mother's death. Four Brothers is a modern-day western set on the grim streets of Detroit. Brutal and bloody.

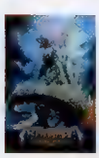
64

DOMINO

Out Now Cert 15 Price £19.99

A confusing, over-stylised trip into the world of former model and bounty hunter Domino Harvey. It looked great, but sadly this fails miserably.

48



GODZILLA

Released Out Now Cert PG Price £19.99

Not the crappy American version! This is the ace original, now shorn of the weird Hollywood subplot and fully restored with plenty of giant lizard action.

80

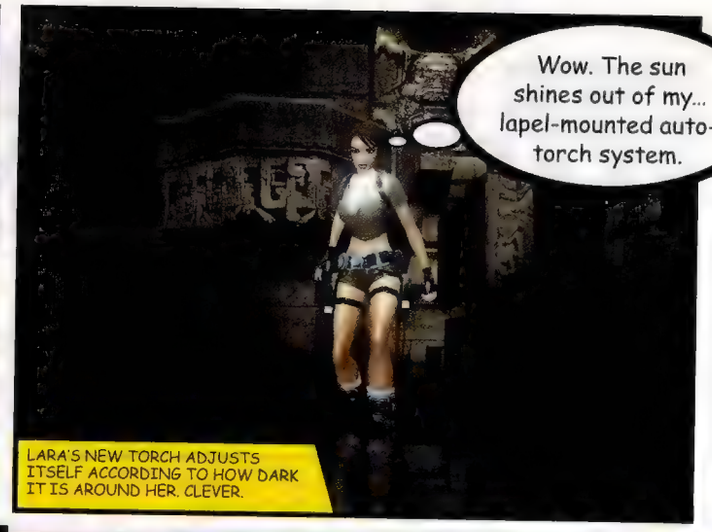
24 SEASON 4 BOX SET

Released Out Now Cert 15 Price £49.99

We're back with another bad day for the weary hero. Terrorists are once more threatening the United States and Jack's called back to the CTU to sort 'em out.

57

The Simpsons Season 7 is available on DVD from January 30th 2006 from Twentieth Century Fox Home Entertainment
The Simpsons™ and © 2006 Twentieth Century Fox Film Corporation. All Rights Reserved


Wow. The sun shines out of my... lapel-mounted auto-torch system.
LARA'S NEW TORCH ADJUSTS ITSELF ACCORDING TO HOW DARK IT IS AROUND HER. CLEVER.

LARA CROFT TOMB RAIDER

LEGEND

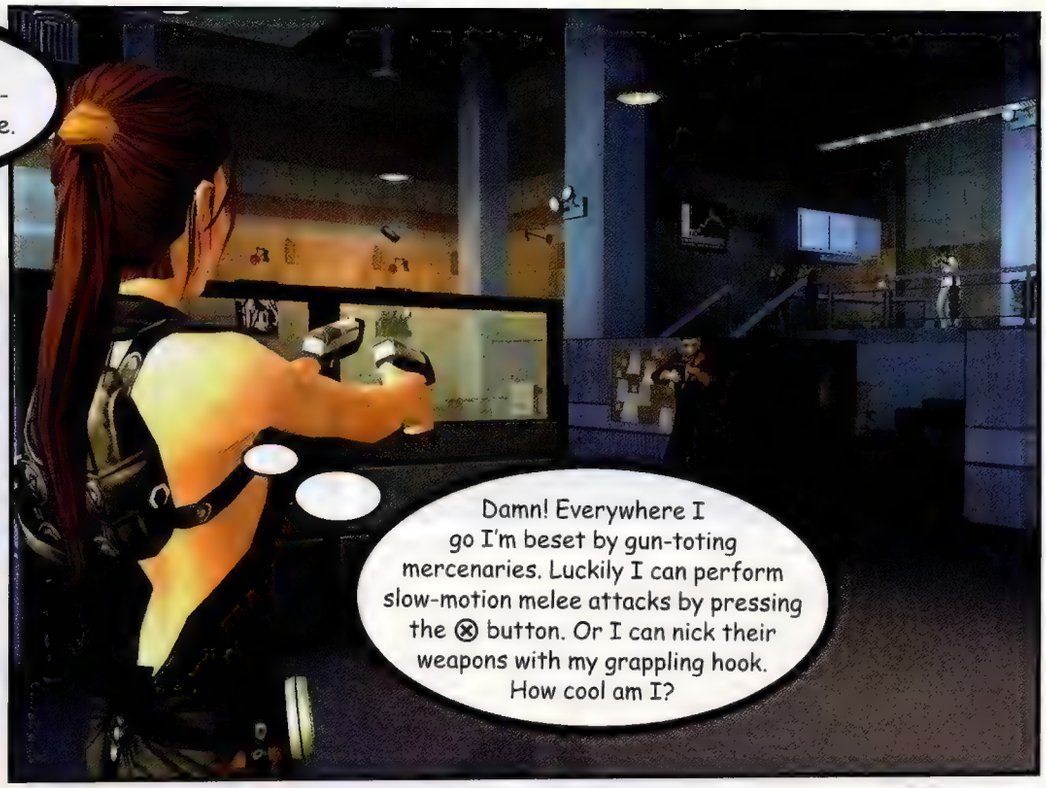
A return to the Core values that made *Tomb Raider* so good in the first place – puzzles, traps and *raiding tombs*.

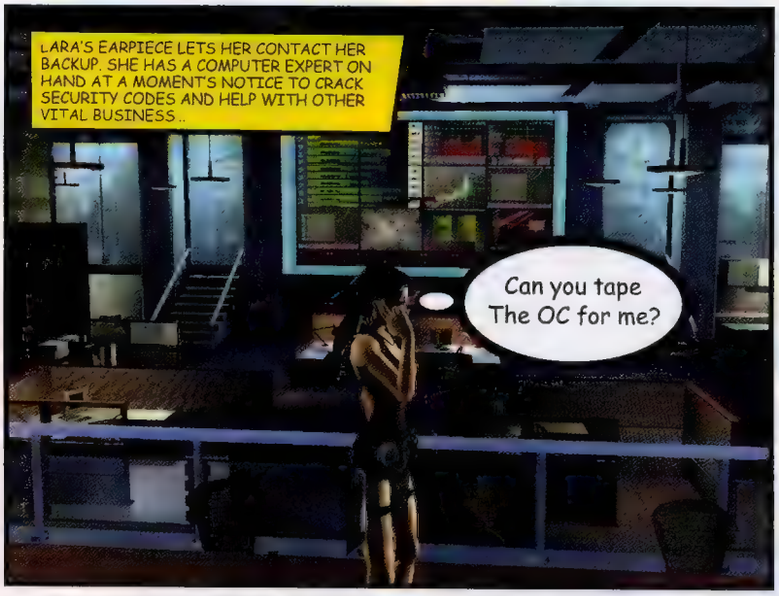
We knew it would be good. But we didn't think it'd be *this* good. As overblown as it may sound, minutes into our first play of the new *Tomb Raider* we felt a sudden and unexpected rush of excitement. "It's *Tomb Raider!*" we yelped "and it's *good* again!" Crystal Dynamics have taken a familiar character and familiar themes and made them feel fresh with an intuitive new control system and an absolutely stunning graphics engine. And bouncier, more realistic breasts. But unlike the miserable *Angel of Darkness*, *Legend* is less about Lara and more about being, primarily, *a good game*.

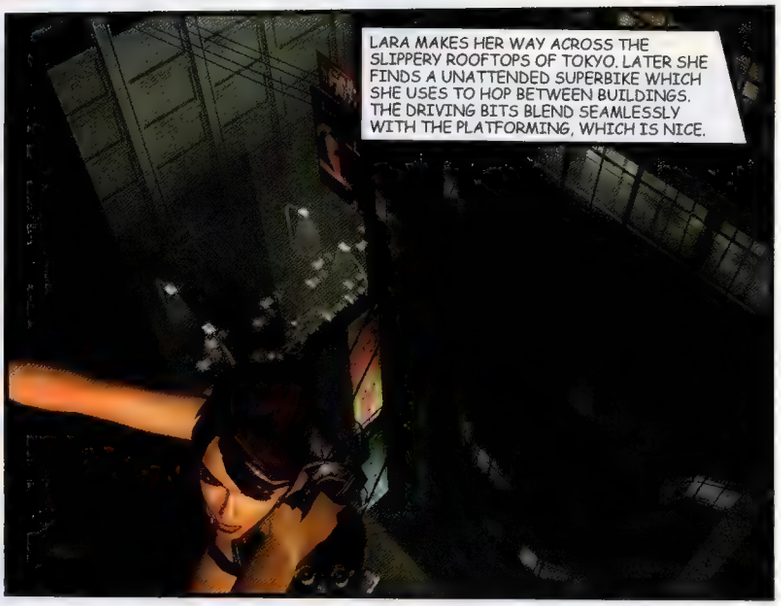
But while it does indeed hark back to classic *Raider*, it still has enough new features to make it stand out as something a bit special. Thanks to the new physics, puzzles now involve a lot more than pressing switches in the right order, and among Lara's new gadgets are a grappling hook, an environment scanner and, of course, a vast range of sophisticated weaponry. So forget *AOD* ever happened and ready yourself for an adventure of epic proportions.

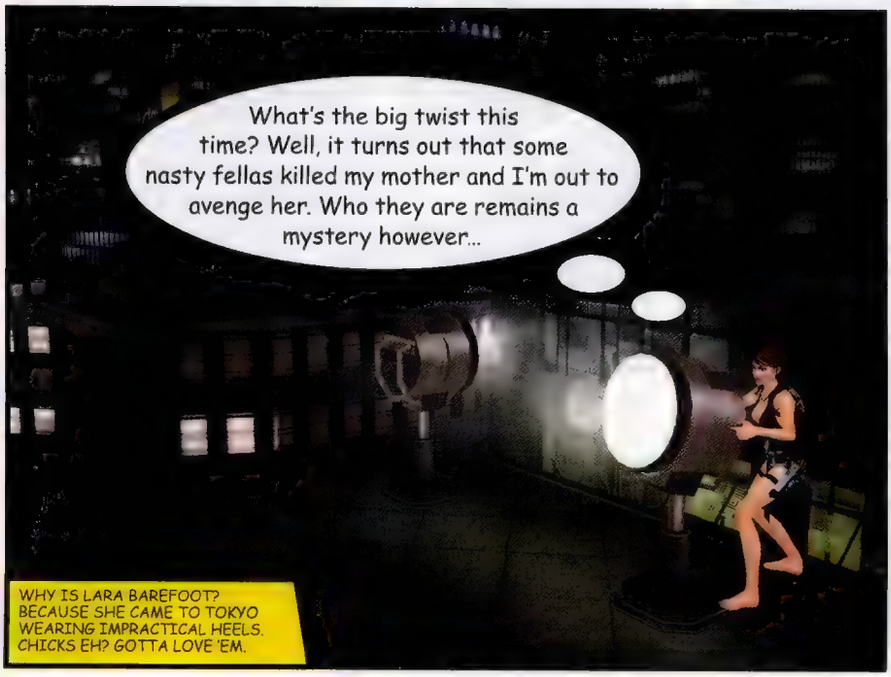
TOKYO NIGHTCLUB

Here's something you won't have seen before. While the majority of the game takes place in dank Incan tombs, one plot strand leads Lara to a plush Tokyo nightclub run by the Yakuza. Obviously. For the first part of the level you're swanning around in a posh dress chatting to people, but in true videogame fashion it soon erupts into chaos. Lara ducks behind the bar, takes her heels off, slides her dress up to reveal a gun and shows the Yakuza who's boss.


Damn! Everywhere I go I'm beset by gun-toting mercenaries. Luckily I can perform slow-motion melee attacks by pressing the ⊗ button. Or I can nick their weapons with my grappling hook. How cool am I?


LARA'S EARPIECE LETS HER CONTACT HER BACKUP. SHE HAS A COMPUTER EXPERT ON HAND AT A MOMENT'S NOTICE TO CRACK SECURITY CODES AND HELP WITH OTHER VITAL BUSINESS...
Can you tape The OC for me?


LARA MAKES HER WAY ACROSS THE SLIPPERY ROOFTOPS OF TOKYO. LATER SHE FINDS A UNATTENDED SUPERBIKE WHICH SHE USES TO HOP BETWEEN BUILDINGS. THE DRIVING BITS BLEND SEAMLESSLY WITH THE PLATFORMING, WHICH IS NICE.


What's the big twist this time? Well, it turns out that some nasty fellas killed my mother and I'm out to avenge her. Who they are remains a mystery however...
WHY IS LARA BAREFOOT? BECAUSE SHE CAME TO TOKYO WEARING IMPRACTICAL HEELS. CHICKS EH? GOTTA LOVE 'EM.

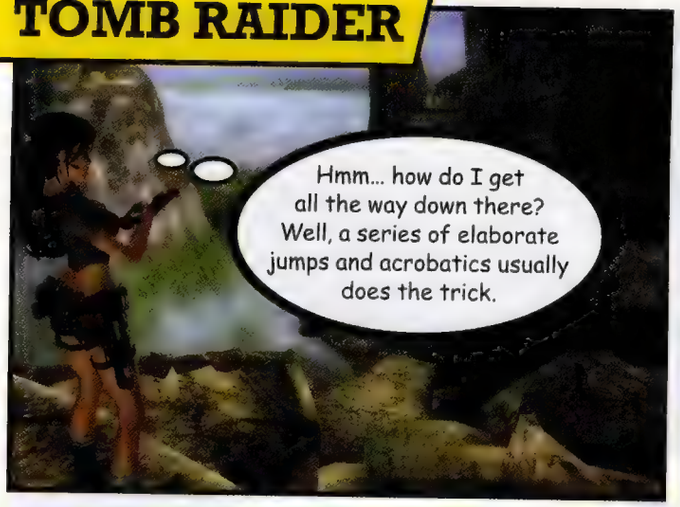
WATCH OUT WILDLIFE!

Fans will notice a few nods to the older games in the series...

Laying waste to hordes of exotic jungle animals is a *Tomb Raider* trademark and you'll be glad to know that they're back. Expect to battle to-to-paw with jaguars, tigers and other snarling mammals throughout Lara's antique-pilfering quest.

Also making a return is the Croft manor. One of our fondest memories of *Tomb Raider 2* was locking the butler in the fridge and jumping around Lara's lush countryside pad hunting for secrets. It's undergone a hefty makeover since the last time we saw it and now boasts a bank of computers that one of Lara's cohorts uses to track her progress and communicate with her mid-mission.

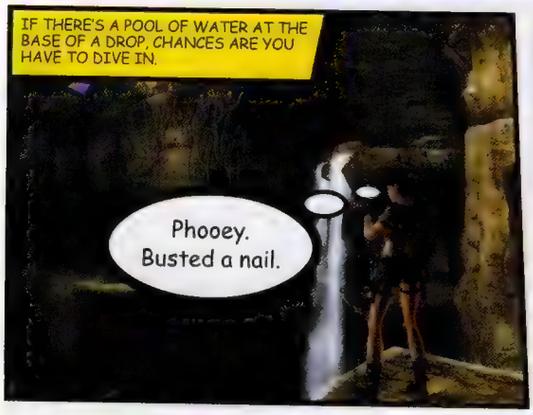
TOMB RAIDER

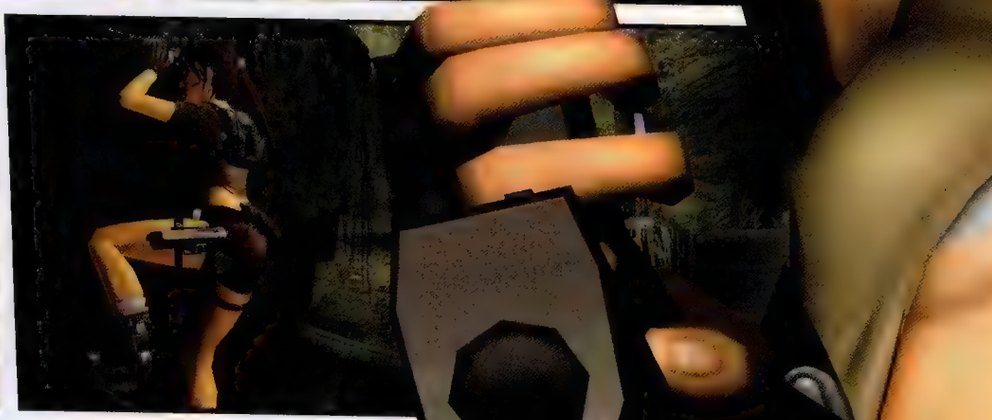


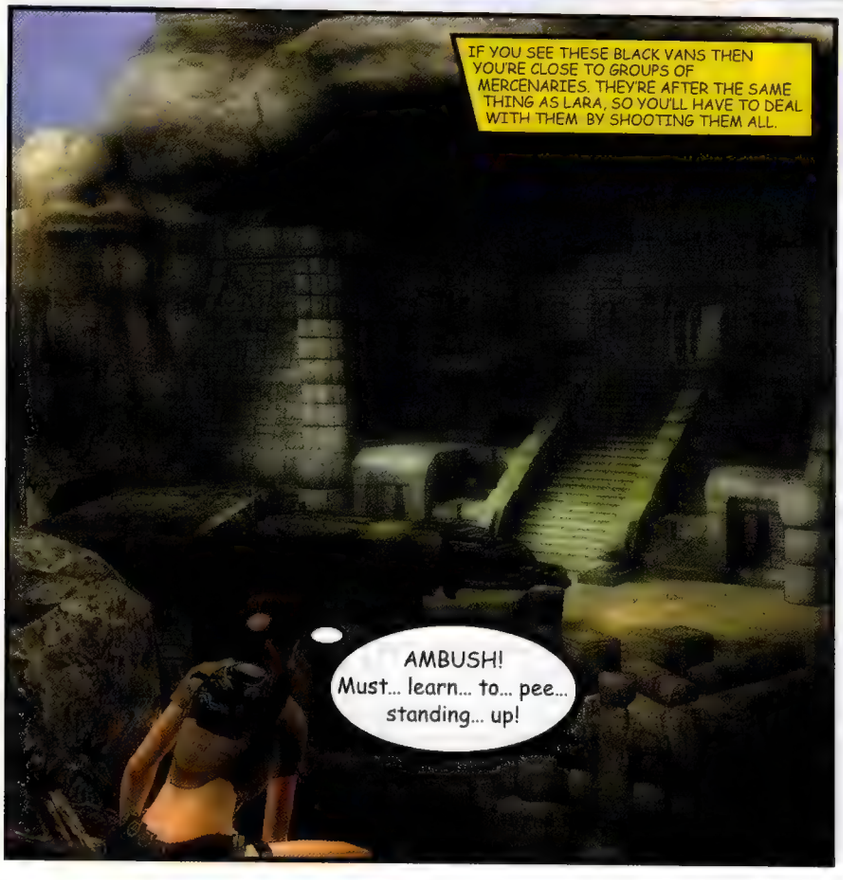
THE JUNGLE TEMPLE

Starting out on the side of a mountain thousands of miles above sea level, Lara enters the jungles surrounding a vast Incan temple. She's after something inside. A mysterious, much sought-after artifact. Which makes a change from asking tramps in piss-scented Parisian alleyways where nightclubs are, eh? The thing is, there are hired mercenaries roaming the area with orders to shoot on sight. Not only that, but you've the traps inside to worry about too. And worry you will...

LARA HAS TO USE ABSOLUTELY EVERYTHING IN THE ENVIRONMENT TO REACH HER GOAL. VINES, ROCKS, BRANCHES AND RUBBLE CAN ALL BE CLUNG TO. TOMB RAIDING AIN'T
Damn! Of all the times to get my finger stuck in my ear.






IF YOU SEE THESE BLACK VANS THEN YOU'RE CLOSE TO GROUPS OF MERCENARIES. THEY'RE AFTER THE SAME THING AS LARA, SO YOU'LL HAVE TO DEAL WITH THEM BY SHOOTING THEM ALL.
AMBUSH! Must... learn... to... pee... standing... up!

ALL THE TRAPPINGS

Yup, Lara's certainly got nice traps...

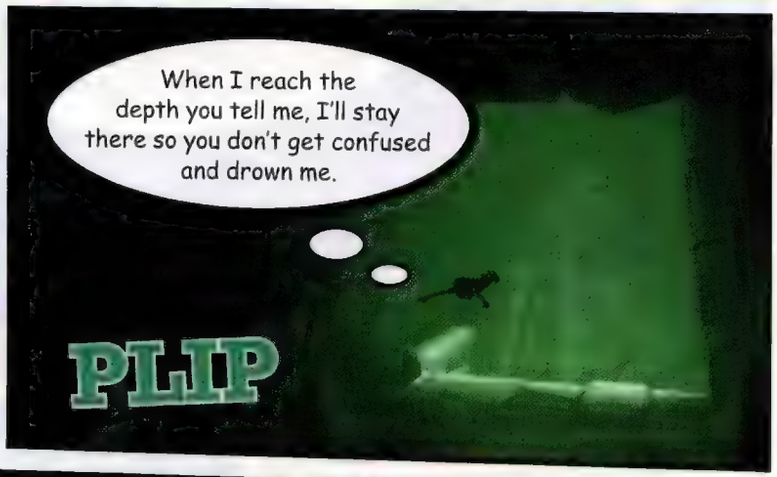
Dodging deadly traps comes part and parcel with any *Tomb Raider* game, but *Legend*'s are perhaps her fiercest yet. One scene saw us having to deal with giant pistons, collapsing floors and rotating spikes that Lara had to dodge Matrix-style. As well as tackling these in real-time, there are also button-bashing minigames (much like *Resi 4* and *God Of War*) where you press the appropriate button to get past a trap or set-piece.

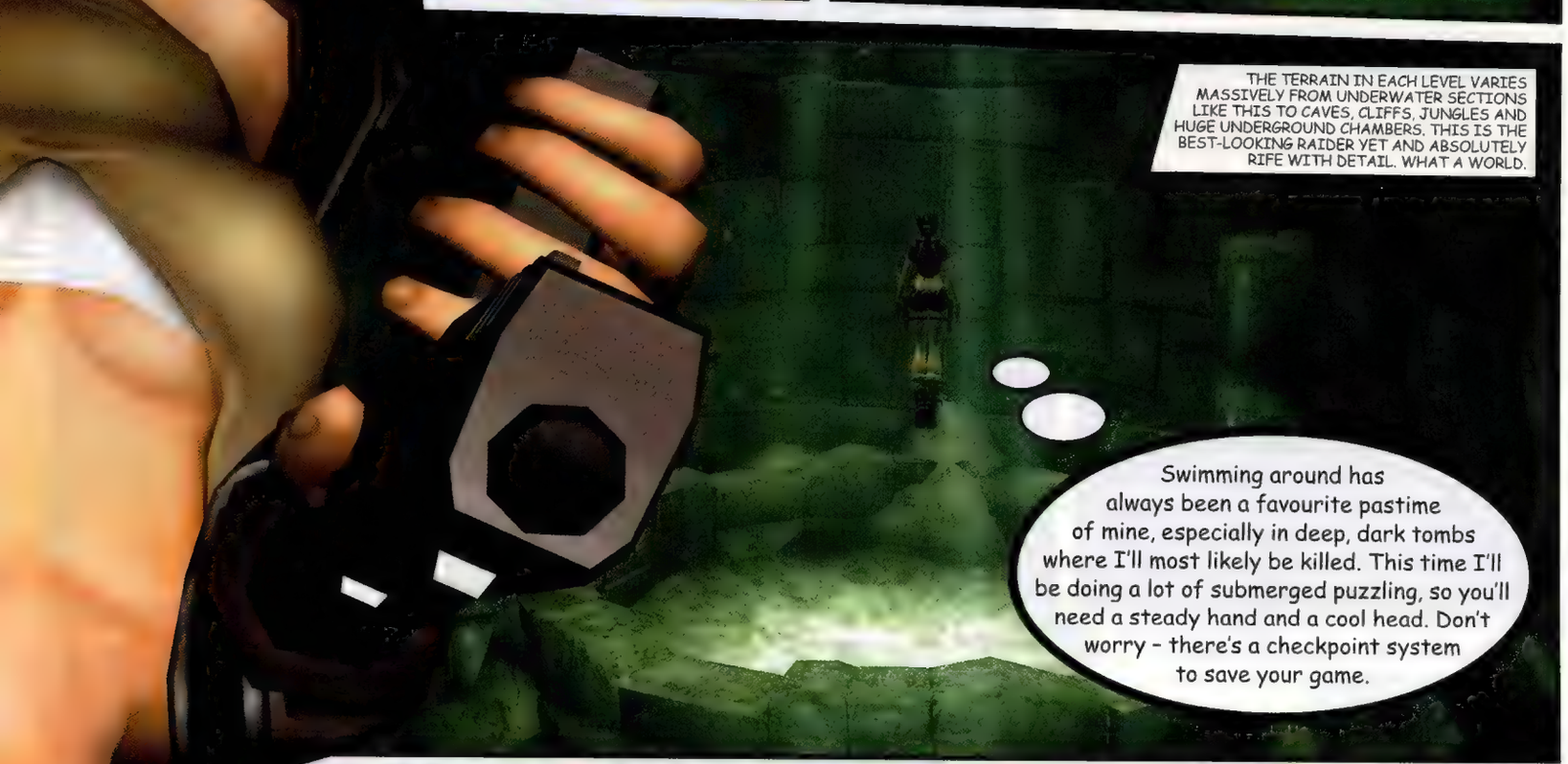
To help you locate these traps, Lara will tilt her head and look at anything suspicious. Just keep your eye on anything Lara turns to look at. You can also use her new environment scanner. Flick on "RAD" vision and you can examine objects. If it's a trap, Lara will say to herself "Hmm, it's a mechanism...", which is slightly more subtle than a big flashing beacon saying 'WARNING! TRAP!'

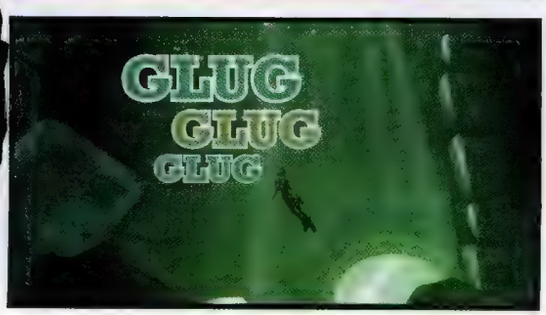
TAKING THE PLUNGE

Swimming was always a bit clumsy in the old *Raider* games, but for *Legend* they've tweaked it so it's just as intuitive as the platforming. When you dive into the water, hold ◎ gently to sink. Let go and Lara will stay at whichever depth you left her at, meaning you can freely swim around without worrying about getting lost or losing track of an object. This comes in useful when a vast, complicated underwater puzzle presents itself later in the game.

Look. I can fly! But... why... can't... I... BREATHE!!!
BLOOOP
THE UNDERWATER SECTIONS ARE AMAZING. THERE ARE THOUSANDS OF PARTICLES AND BUBBLES FLOATING AROUND AND THANKS TO THE FLUID CONTROLS, YOU REALLY FEEL LIKE YOU'RE SWIMMING. PLUS SHE GETS WET. MMM




THE TERRAIN IN EACH LEVEL VARIES MASSIVELY FROM UNDERWATER SECTIONS LIKE THIS TO CAVES, CLIFFS, JUNGLES AND HUGE UNDERGROUND CHAMBERS. THIS IS THE BEST-LOOKING RAIDER YET AND ABSOLUTELY RIFE WITH DETAIL. WHAT A WORLD.
Swimming around has always been a favourite pastime of mine, especially in deep, dark tombs where I'll most likely be killed. This time I'll be doing a lot of submerged puzzling, so you'll need a steady hand and a cool head. Don't worry - there's a checkpoint system to save your game.

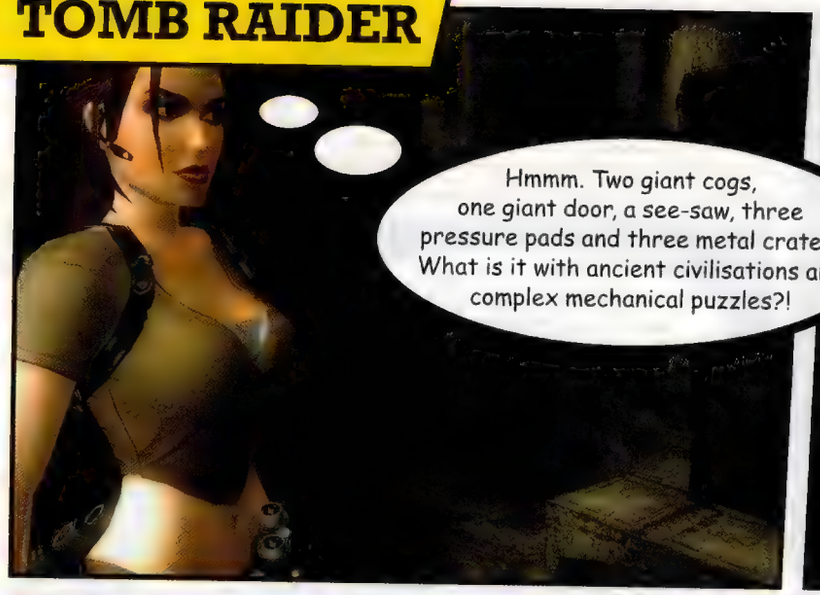


INSPECT HER GADGET

How the grappling hook will change the way you play *Raider*.

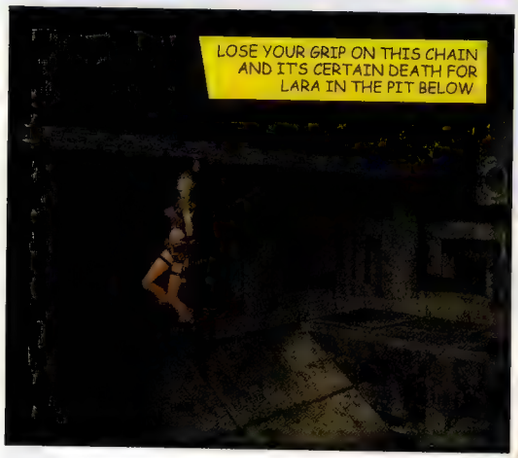
One of Lara's best new tools is her grappling hook. You can attach it to any metal object indicated by a helpful 'gleaming' effect and use it to swing around. You can also use it to destroy scenery or clear a path. When you've hooked onto something, walk backwards, stretch the line and press ⓐ to yank it. Chances are you'll topple a wall revealing a new path or crush a group of enemies waiting ahead. You can use it during combat too, to pull enemies towards you or tug their weapons from their hands, leaving them helpless. Snigger.

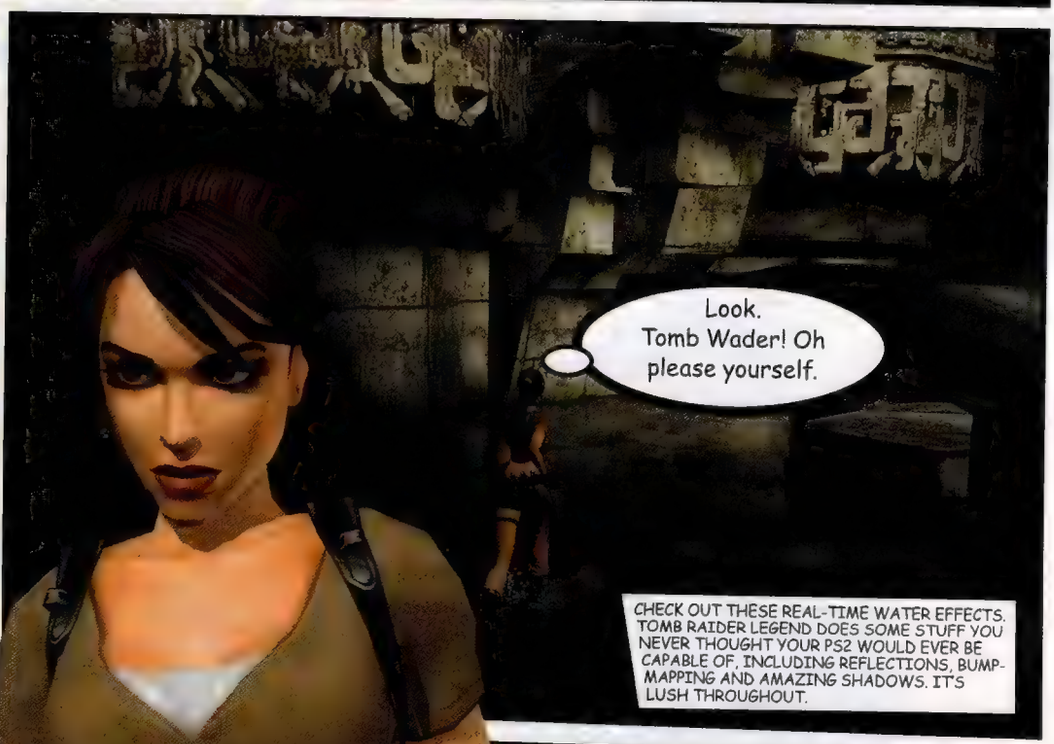
TOMB RAIDER


Hmmm. Two giant cogs, one giant door, a see-saw, three pressure pads and three metal crates. What is it with ancient civilisations and complex mechanical puzzles?!

THE WEIGHT IS OVER

Every game and its dog has realistic physics these days, but in *Tomb Raider Legend* it's more than just a gimmick. In this early puzzle, Lara has to get a heavy metal crate to a platform above. There's a giant rock see-saw, so you have to put the crate on one end, find somewhere high and jump onto the end of the see-saw to flip the crate up. This is the simplest example of this kind of conundrum; there'll be much harder ones.

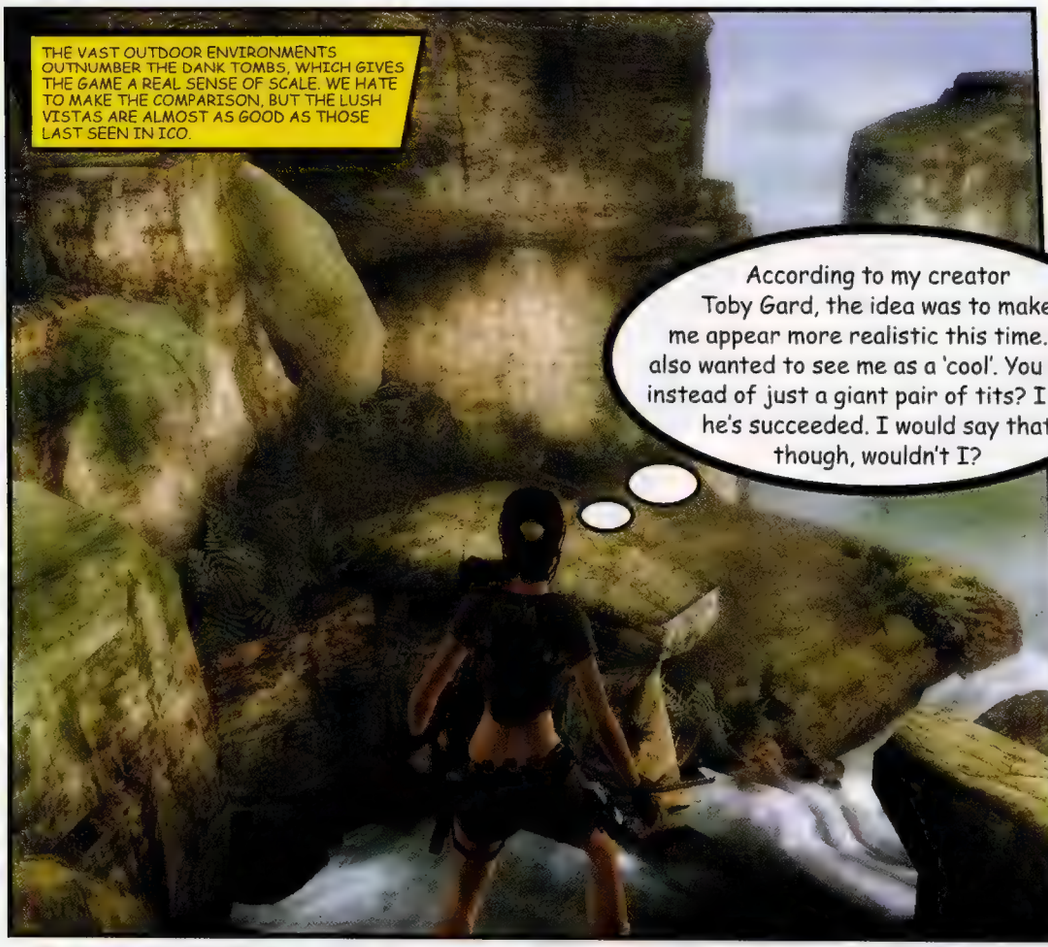



Look. Tomb Wader! Oh please yourself.
CHECK OUT THESE REAL-TIME WATER EFFECTS. TOMB RAIDER LEGEND DOES SOME STUFF YOU NEVER THOUGHT YOUR PS2 WOULD EVER BE CAPABLE OF, INCLUDING REFLECTIONS, BUMP-MAPPING AND AMAZING SHADOWS. IT'S LUSH THROUGHOUT.

HEY GOOD LOOKIN'

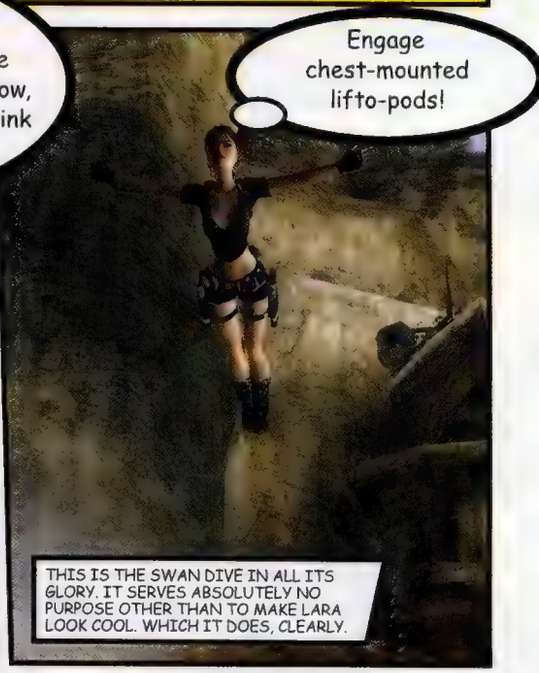
We don't care if 'you would'. She's not real.

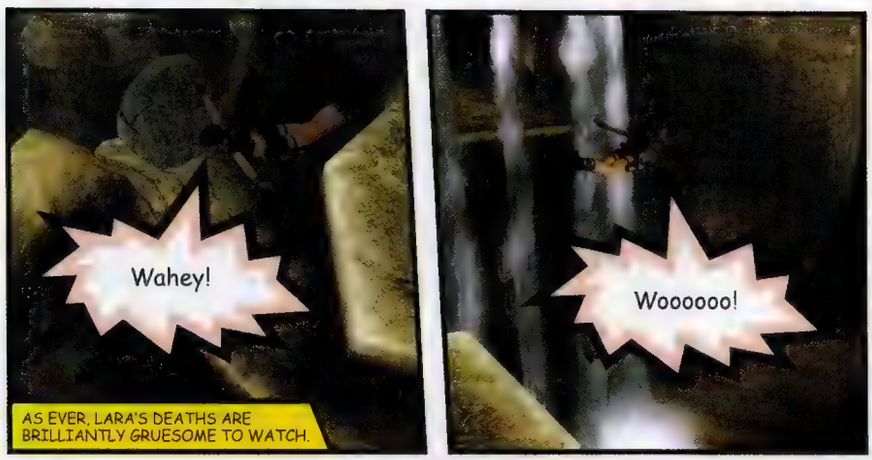
Tomb Raider Legend could well be the best-looking game on PS2. In terms of scale it's on par with *Ico* and the environments are more than a match for *Resident Evil 4*. There are loads of tiny spot effects that make every level look organic from heat haze, fog, particles and insects. Lara is also more detailed than ever. When she gets out of the water you can see her skin glisten in the sun, her clothes darken and her hair matted against her face and her animation is more naturalistic and human-like than ever before. But remember, before you go drooling over her on internet forums, *she's not a real woman*. She's *made of pixels*. Sheesh.

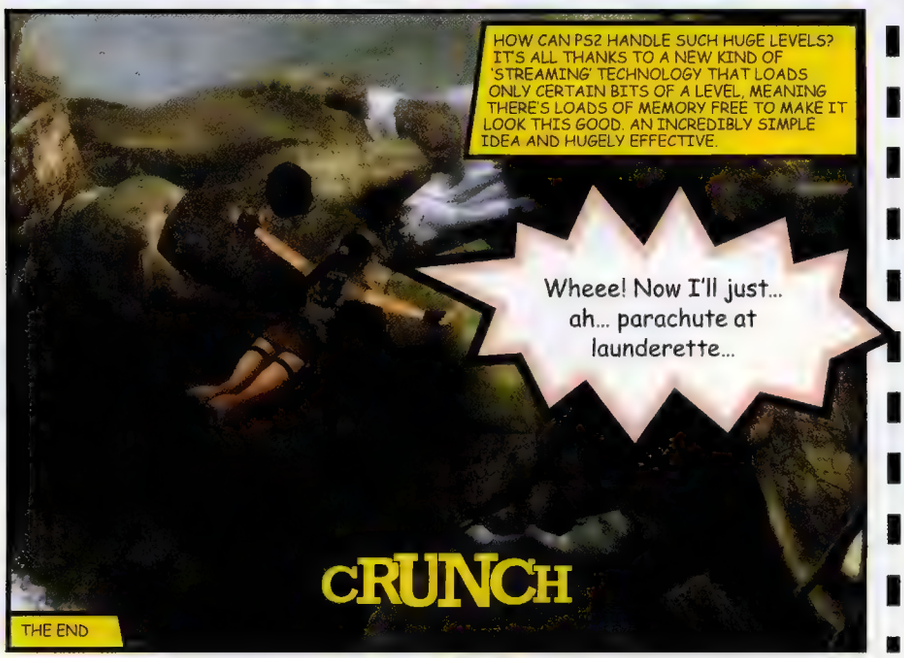

THE VAST OUTDOOR ENVIRONMENTS OUTNUMBER THE DANK TOMBS, WHICH GIVES THE GAME A REAL SENSE OF SCALE. WE HATE TO MAKE THE COMPARISON, BUT THE LUSH VISTAS ARE ALMOST AS GOOD AS THOSE LAST SEEN IN ICO.
According to my creator Toby Gard, the idea was to make me appear more realistic this time. He also wanted to see me as a 'cool'. You know, instead of just a giant pair of tits? I think he's succeeded. I would say that though, wouldn't I?

LIGHTS, CAMERA, ACTION

Crystal Dynamics have been watching far too many films. Every set-piece reeks of Hollywood excess. Even the way she moves is designed to look cool. Hold ◎ while jumping from a high area and Lara will perform a 'swan dive'. Also, when climbing up ledges, hold the climb button and she'll flip into a handstand and roll over. She's quite the acrobat, and may have missed out on a lucrative circus career. If she wasn't so darned top heavy.


Engage chest-mounted lifto-pods!
THIS IS THE SWAN DIVE IN ALL ITS GLORY. IT SERVES ABSOLUTELY NO PURPOSE OTHER THAN TO MAKE LARA LOOK COOL. WHICH IT DOES, CLEARLY.



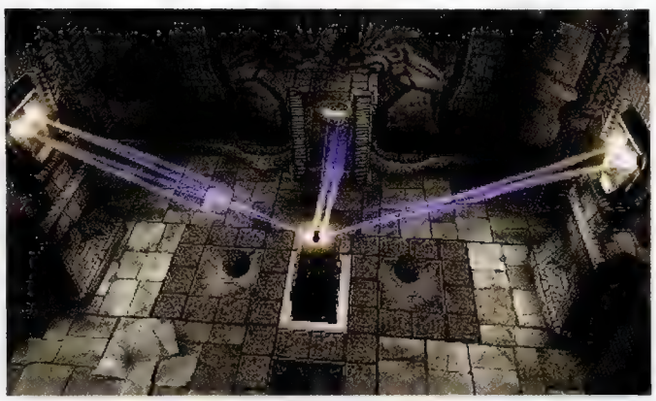

HOW CAN PS2 HANDLE SUCH HUGE LEVELS? IT'S ALL THANKS TO A NEW KIND OF 'STREAMING' TECHNOLOGY THAT LOADS ONLY CERTAIN BITS OF A LEVEL, MEANING THERE'S LOADS OF MEMORY FREE TO MAKE IT LOOK THIS GOOD. AN INCREDIBLY SIMPLE IDEA AND HUGELY EFFECTIVE.
Wheee! Now I'll just... ah... parachute at launderette...
CRUNCH
THE END

TOMB RAIDER LEGEND ON PSP

Surely they can't fit all this onto PSP? Surely?...

Remarkably, the PSP version of *Tomb Raider Legend* looks almost exactly the same as its bigger brother. Better yet, it hasn't been scaled-down at all in terms of content. The levels are the same size, the amazing orchestral score is intact, the cut-scenes are all there... it's just amazing. Especially considering that a UMD has less than half the capacity of a DVD.

And the good news keeps coming because, thanks to both versions being exactly the same, save games can be transferred between your PS2 and your PSP. So if you're away on holiday, you can continue your game in handheld form before transferring the file back and carrying on as usual with the PS2 version. OK, so you might feel a bit short-changed buying two versions of the same game, but, er... capitalism, eh? Still, it's certainly a really good idea and a sign of things to come. Expect similar PSP connectivity to be a regular feature in future PS2 and PS3 games.



Here's a good example of the kind of puzzles you'll find in *Tomb Raider Legend*. In this massive room there are three pressure pads and one giant ball. We won't say how, but you have to find the other balls to raise a statue in the centre then open two large windows. The shaft of light will hit a jewel in the central statue, revealing a secret door and an artifact. It's the kind of Indiana Jones-inspired stuff we love and the game's full of it. There's even a giant rolling death ball to avoid.

Mobile Games

MIDNIGHT POKER

Play 50

FOUR FOUR TWO TRIVIA QUIZ

Play 41

WAR OF THE WORLDS

Play 42

MIDNIGHT POOL

Play 39

ASPHALT URBAN GT2

Play 53

SPLINTER CELL CHAOS THEORY

Play 41

MIDNIGHT BOWLING

Play 52

NEW YORK NIGHTS

Play 40

BROTHERS IN ARMS

Play 51

SEXY POKER 2004

Play 10

MEDIEVAL COMBAT

Play 49

2005 REAL FOOTBALL

Play 43

To order a single game text the Item Code to 68111
eg. to order Asphalt Urban GT text Play 36 to 68111

Hentai Videos
Now on your Mobile

Text HENTAIVID To 83535

NEW

Each video over 30 seconds long £1.50

To order a hentai girl video just text hentaivid to 83535

Latest Game Releases

Play 58

SEXY POKER 2006

Only £4.50

Play 54

PRINCE OF PERSIA THE TWO THRONES

Play 57

KING KONG

Play 55

MYSTERY MANSION FLIPPERS

On Sale Now!

Animations
Plus Videos

Get the latest Simpsons animations in our club

To subscribe text SIMPSONS to 83535

THE SIMPSONS Video

Very Funny don't miss it!

To subscribe text BARTVID to 83535

Old Skool
Ringtones

Ryu	11
Ken	24
[illegible]	46
Guile	51
[illegible]	104
E-Honda	121
[illegible]	122
Zangief	123
[illegible]	133

STREET FIGHTER II

Only £1.50

Get the stage music from your favorite characters from this old skool classic. Text your character name to 83535 to order now

To order just text the name to 83535 eg. to order Ryu just text Ryu to 83535

If you need help ordering any product please call our helpline on 0870 8554194

Terms & Conditions. You must be 18 years old or over to use these services. By selecting a wallpaper, game, video or animated gif you are agreeing to download and view that wallpaper, game, video or animated gif. You will be billed the amount shown via reverse SMS. All phones must be colour and WAP enabled. Additional GPRS or GMS data transfer costs apply. No liability is accepted for any delay omissions or damage or loss of data incurred by any party. Games cost £4.50. Ringtones cost £1.50 each. Hental Videos service is subscription service costing £1.50/day. Each video costs £1.50. You receive 1 video/day. To opt out text back the keyword you used to opt in followed by stop or stop. The Simpsons video and animation service are subscription services costing £6.00/week. You receive 2 videos or animations/week. To opt out text simpsons stop or bartvid stop or stop at any time.

The Best Retro Ringtones

The Best Old Skool Soundtracks are Back! Order an Original ringtone NOW!

TV Ringtones

The A-Team	tv1	Scooby Doo	tv9	Pink Panther	old1
Batman	tv2	Saturday Night Fever	tv10	Star Wars	old2
Ghostbusters	tv3	Seseme Street	tv11	Austin Powers	old3
Hawaii Five 0	tv4	Simpsons	tv12	Indiana Jones	old4
Kung Kong	tv5	South Park	tv13	Exorcist	old5
Knight Rider	tv6	Twilight Zone	tv14	Halloween	old6
Mission Impossible	tv7	X-Files	tv15	Axel-F	old7
The Muppet Show	tv8	Flintstones	tv16	Back To The Future	old8

Film Ringtones

How to Order - Text your item code to 83535
eg. to order Knight Rider text tv6 to 83535.

only £1.50 each

Hentai Animations

Only £1.50 each

Join the SEXY Manga Girls club now! To Subscribe text

HENTAI to 83535

To order a hentai girl animation just text hentai to 83535

Spoof Videos

Only 75p each

Watch one Bush & Saddam Gansta Rap, as they both go to WAR with their outrageous lyrics, to subscribe text:

SPOOF to 83535

Watch my interview as I reveal all.

Outrageous videos they tried to ban!

Get these hilarious Videos & News Bulletins in the UKs best spoof videos club

Pole Dancing

Get these fantastic High Quality videos in the Pole Dance club. Get your FREE video NOW. To Subscribe Text

DANCE to 89095

Get a FREE Pole Dance VIDEO

To order your sexy Mob personal [illegible] text them to 89095. [illegible]

PornStars

All videos and images

50p each

naughty

Candyvid

nice

Terrivid

Brand New

naughty

Annavid

nice

naughty

Devonvid

nice

naughty

Sarahvid

naughty

nice

Brianavid

Only 50p each

To subscribe just text the item code to 83535 eg. to order Candy videos text candyvid to 83535. To order Candy pictures text Canapic to 83535. Text the models name followed by vid or pic. Easy!

The Hentai service is a subscription service costing £4.50/week. Each animation costs £1.50. You receive 3 animations/week. To opt out text hentai stop or stop. The Pornstars service is a subscription service. Each video/image costs 50p. You receive 7 videos/images daily. To opt out text back the keyword you used to join followed by stop or stop. The spoof videos service is a subscription service costing £4.50 per week. Each animation costs 75p. You receive 1 video/day. To opt out text spoof stop or stop. The Pole dancing service is a subscription service. You receive 1 FREE video. Each video thereafter costs £3.00. You receive 1 video daily. To opt out text dance stop or stop. Games provider Gameloft Ltd. All rights reserved. For customer support please email us at customerservices@[illegible]mob.com or call us on 08708554194 Mon-Fri

PS2

PSM2 Presents...

The Truth

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge right at your fingertips.

TOP FIVE

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLE
3. DRAGON QUEST VIII
4. KINGDOM HEARTS
5. FINAL FANTASY X-2

BEAT-'EM-UPS

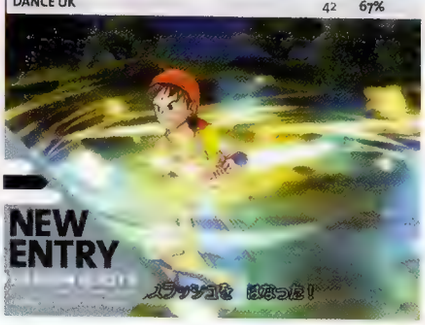
1. SOUL CALIBUR III
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. THE WARRIORS

ACTION GAMES

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. GOD OF WAR
4. ONIMUSHA 3
5. DEVIL MAY CRY

GAME NAME	ISSUE	SCORE	AWARD
13 (XIII)	42	87%	
187: RIDE OR DIE	66	72%	
2002 FIFA WORLD CUP	22	71%	
7 BLADES	11	72%	
7 SINS	63	58%	
50 CENT: BULLETPROOF	70	48%	
ACE COMBAT 4: SHATTERED SKIES	17	80%	
ACE COMBAT 5	57	79%	
ACTIVISION ANTHOLOGY	36	40%	
AGE OF EMPIRES 2	15	76%	
AGGRESSIVE INLINE	24	83%	
AIRBLADE	16	77%	
ALIAS	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	15	65%	
ALIEN HOMINID	61	74%	
ALL-STAR BASEBALL 2004	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	15	66%	
ALTERED BEAST	61	42%	
ANIMANIACS: THE GREAT EDGAR HUNT	64	62%	
APE ESCAPE 2	30	80%	
AQUA AQUA	04	71%	
ARCTIC THUNDER	16	58%	
ARC: TWILIGHT OF SPIRITS	46	68%	
AREA 51	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	11	47%	
ARMY MEN RTS	24	56%	
ARMY MEN: SARGE'S HEROES 2	09	40%	
ASTRO BOY	61	69%	
ATHENS 2004	51	51%	
A-TRAIN 6	49	60%	
ATV OFFROAD FURY 2	40	73%	
ATV OFFROAD FURY 3	68	74%	
ATV QUAD POWER RACING 2	33	68%	
ASTERIX AND OBELIX XXL	46	60%	
AUTO MODELLISTA	28	80%	
BAD BOYS 2	48	51%	
BACKYARD WRESTLING	42	45%	
BACKYARD WRESTLING 2	56	46%	
BALDUR'S GATE: DARK ALLIANCE	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	04	82%	
BARBARIAN	44	66%	
THE BARD'S TALE	60	74%	
BASS STRIKE	18	64%	
BATMAN BEGINS	65	41%	
BATMAN VS. THE ARMY OF TSU	44	43%	
BATTLE ENGINE AQUILA	31	78%	
BATTLEFIELD 2: MODERN COMBAT	68	82%	
BATTLESTAR GALACTICA	44	59%	
BEAT DOWN: FISTS OF VENGEANCE	67	54%	
BEN HUR: BLOOD OF BRAVES	34	42%	
BEYOND GOOD AND EVIL	42	82%	
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	65	52%	
BRIAN LARA INTERNATIONAL CRICKET	64	60	
BLACK HAWK DOWN	64	59%	
BLOOD OMEN 2	22	79%	
BLOODRAYNE	36	67%	
BLOODRAYNE 2	63	39%	
BLOODY ROAR 3	11	79%	
BLOOD WILL TELL	57	60%	
BLOWOUT	58	49%	
BMX XXX	30	58%	
BOMBERMAN HARDBALL	65	60%	
BOMBERMAN KART	41	51%	
BOUNCER, THE	11	66%	
BOXING CHAMPIONS	41	40%	
BREATH OF FIRE: DRAGON QUARTER	41	70%	
BRITNEY'S DANCE BEAT	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	60	82%	
BROTHERS IN ARMS: EARNED IN BLOOD	68	84%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	41	74%	
BURNOUT	15	88%	
BURNOUT 2: POINT OF IMPACT	28	91%	
Beautiful, emotional racing that you have to play to fully appreciate.			
BURNOUT 3: TAKEDOWN	54	93%	
Smooth, fast and online too. You'd be a fool not to buy it.			
BURNOUT REVENGE	67	93%	
As astonishing as ever, and as pure a videogame as you'll ever see.			
BUZZ! THE MUSIC QUIZ	68	84%	
CABELA'S DANGEROUS HUNTS	53	57%	
CALL OF DUTY: FINEST HOUR	56	87%	
CALL OF DUTY 2: BIG RED ONE	70	86%	
CAPCOM FIGHTING JAM	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	17	83%	
CAPCOM CLASSICS COLLECTION	68	53%	
CART FURY	12	65%	
CASPER: SPIRIT DIMENSIONS	22	48%	
CASTLEWEEN	30	45%	
CATWOMAN	52	30%	
CEL DAMAGE OVERDRIVE	36	50%	
CHAMPIONSHIP MANAGER 5	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	47	82%	
CHAMPIONS: RETURN TO ARMS	60	69%	

GAME NAME	ISSUE	SCORE	AWARD
CHAOS LEGION	39	86%	
CHARLIE AND THE CHOCOLATE FACTORY	66	31%	
CHOROQ	64	25%	
CHOPLIFTER: CRISIS' SHIELD	35	48%	
CHRONICLES OF NARNIA	69	67%	
CIRCUS MAXIMUS: CHARIOT WARS	25	55%	
CLOCK TOWER 3	37	59%	
CLUB FOOTBALL	42	61%	
CLUB FOOTBALL 2	55	67%	
CODENAME KIDS NEXT DOOR: OP VIDEOGAME	71	33%	
COLIN MCRAE RALLY '04	40	92%	
A defining moment for rally games. If you like rallying, get it.			
COLD FEAR	60	83%	
COLD WINTER	62	80%	
COLIN MCRAE RALLY 2005	54	88%	
COLOSSEUM: ROAD TO FREEDOM	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	52	77%	
COMMANDOS 2: MEN OF COURAGE	24	79%	
CONFLICT: DESERT STORM	27	78%	
CONFLICT DESERT STORM 2	39	88%	
CONFLICT: VIETNAM	54	76%	
CONFLICT: GLOBAL STORM	67	78%	
CONFLICT ZONE	22	79%	
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	65	23%	
CONSTANTINE	60	60%	
CONTRA: SHATTERED SOLDIER	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	17	66%	
CRASH 'N BURN	57	46%	
CRASH TAG TEAM RACING	70	74%	
CRASH TWINSANITY	55	49%	
CRAZY FROG RACER	71	37%	
CRAZY TAXI	10	80%	
CRICKET 2005	64	79%	
CRIME LIFE	70	30%	
CRIMSON SEA 2	53	70%	
CRISIS ZONE	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	44	35%	
CY GIRLS	50	74%	
DAKAR 2	34	50%	
DANCE UK	42	67%	



GAME NAME	ISSUE	SCORE	AWARD
DANCING STAGE FUSION	58	67%	
DANCING STAGE MEGAMIX	36	85%	
DARK ANGEL	34	45%	
DARK CHRONICLE	37	90%	
Debatably better than *Final Fantasy X*...			
DARK CLOUD	11	81%	
DARK SUMMIT	21	56%	
DARKWATCH	67	75%	
DAVE MIRRA FREESTYLE BMX 2	14	76%	
DEAD OR ALIVE 2	05	83%	
DEAD TO RIGHTS	38	70%	
DEAD TO RIGHTS 2	65	41%	
DEATH BY DEGREES	60	42%	
DEFENDER	31	76%	
DEF JAM: FIGHT FOR NY	54	86%	
DEF JAM VENDETTA	36	75%	
DESTROY ALL HUMANS	64	83%	
DESTRUCTION DERBY ARENAS	45	42%	
DEUS EX: THE CONSPIRACY	22	88%	
DEVIL KINGS	69	64%	
DEVIL MAY CRY	15	90%	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.			
DEVIL MAY CRY 2	33	72%	
DEVIL MAY CRY 3	60	89%	
DIE HARD VENDETTA	38	54%	
DINO STALKER	26	58%	
DISGAEA: HOUR OF DARKNESS	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	40	78%	
DJ: DECKS & FX	53	74%	
DONALD DUCK PK	30	64%	
DOWNFORCE	23	64%	
DOT HACK INFECTION: PART ONE	47	58%	
DOWNHILL DOMINATION	46	80%	
DRAGON BALL Z: BUDOKAI	30	60%	
DRAGON BALL Z: TENKAICHI	68	74%	
DRAKENGARD	50	75%	
DRAGON QUEST VIII	71	90%	
The RPG series finally makes its way to PS2, and it's wonderful.			
DRAGON RAGE	23	43%	
DRAKAN: THE ANCIENTS' GATES	20	75%	
DRIV3R	50	90%	
Superb in Free Ride, less so in Story Mode, but balls-out fun			
DRIVEN	17	46%	
DRIVEN TO DESTRUCTION	55	65%	
DRIVING EMOTION TYPE-S	01	57%	
DR MUTO	33	59%	
DROME RACERS	31	50%	
DYNASTY TACTICS 2	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	34	69%	
DYNASTY WARRIORS 4	37	80%	
DYNASTY WARRIORS 4: XTREME LEGENDS	46	70%	
DYNASTY WARRIORS 5	63	53%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	18	52%	
EGGO MANIA	27	40%	
EJAY CLUBWORLD	26	84%	
ENDGAME	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	49	62%	
ENTER THE MATRIX	37	81%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

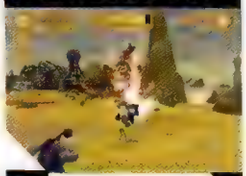
FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY 2
5. KILLZONE

PARTY GAMES

1. GUITAR HERO
2. SINGSTAR
3. BUZZI
4. DANCING STAGE MEGAMIX
5. SINGSTAR '80S

PLATFORMERS



1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. SLY 3
5. BEYOND GOOD AND EVIL

ALL-TIME BEST

1. GTA: SAN ANDREAS
2. RESIDENT EVIL 4
3. METAL GEAR SOLID 3
4. PRO EVOLUTION SOCCER 5
5. TIMESPLITTERS 2

GAME NAME ISSUE	ISSUE	SCORE	AWARD
ENTHUSIA PROFESSIONAL RACING	62	77%	
EOE: EVE OF EXTINCTION	22	71%	
EPHEMERAL FANTASIA	12	80%	
ESCAPE FROM MONKEY ISLAND	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	20	55%	
ESPN NBA 2NIGHT 2002	24	72%	
ESPN NFL 2K5	59	83%	
ESPN NHL 2K5	59	71%	
ESPN NHL HOCKEY	44	78%	
ESPN X GAMES SKATEBOARDING	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	20	69%	
EVERBLUE 2	34	56%	
EVERQUEST ONLINE ADVENTURES	41	70%	
EVERYBODY'S GOLF	67	87%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	37	68%	
EVIL DEAD REGENERATION	70	47%	
EVOLUTION SKATEBOARDING	33	54%	
EVOLUTION SNOWBOARDING	33	43%	
EXTERMINATION	09	78%	
EYE TOY: ANTIGRAV	63	66%	
EYETOY: PLAY 2	56	75%	
EYETOY: PLAY 3	69	70%	
F1 2005	64	83%	
F1 RACING CHAMPIONSHIP	07	66%	
FAHRENHEIT	66	87%	
FALLOUT: BROTHERHOOD OF STEEL	48	46%	
FANTASTIC 4	65	65%	
FANTAVISION	01	85%	
FATAL FRAME 3: THE TORMENTED	71	79%	
FELLOWSHIP OF THE RING, THE	30	70%	
FERRARI F355 CHALLENGE	27	67%	
FIFA 2005	54	79%	
FIFA 06	67	71%	
FIFA STREET	60	63%	
FIGHT CLUB	59	19%	
FIGHT NIGHT 2004	48	88%	
FIGHT NIGHT ROUND 2	61	89%	
FINAL FANTASY X	23	91%	
The most life-swallowing RPG of them all.			
FINAL FANTASY 10-2	44	83%	
FINAL FANTASY XI (IMPORT)	49	85%	
FINDING NEMO	41	71%	
FIREBLADE	24	68%	
FIREFIGHTER FD18	49	76%	
FLAT OUT	56	77%	
FLIPNIC	45	76%	
FORBIDDEN SIREN	44	80%	
FORD RACING 3	56	34%	
FORGOTTEN REALMS: DEMON STONE	54	74%	
FORMULA ONE 2004	52	65%	
FREAK OUT	13	79%	
FREAKY FLYERS	42	77%	
FREEDOM FIGHTERS	40	92%	
An utterly compelling squad-based shooter.			
FREEKSTYLE	25	59%	
FREESTYLE METAL X	40	74%	
FREQUENCY	23	64%	
FULL SPECTRUM WARRIOR	61	85%	
FUR FIGHTERS	10	86%	
FUTURAMA	37	75%	
FUTURE TACTICS	57	64%	
G1 JOCKEY 3	34	43%	
GALERIANS: ASH	34	50%	
GALLOP RACER 2	60	34%	
GAMETRAK: DARK WIND	54	55%	
GAMETRAK: REAL WORLD GOLF	68	74%	
GAUNTLET: SEVEN SORROWS	71	40%	
GENJI	66	84%	
GET ON DA MIC	56	49%	
GETAWAY, THE	31	78%	
GETAWAY: BLACK MONDAY, THE	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	62	47%	
GHOST RECON	30	65%	
GHOST RECON: JUNGLE STORM	47	75%	
GHOST RECON 2	57	63%	
GIANTS: CITIZEN KABUTO	17	80%	
GIFT	12	51%	
GITAROO MAN	22	79%	
GLADIUS	42	52%	
GOD OF WAR	62	92%	
God Of War grabs you by the balls and doesn't let go.			
GOBLIN COMMANDER: UNLEASH THE HORDE	47	65%	
GOLDENEYE: ROGUE AGENT	56	58%	
GRADIUS V	51	83%	
GRAND PRIX CHALLENGE	31	85%	
GRAND THEFT AUTO 3	16	92%	
Its scope and and tiny touches are some of the most impressive yet			
GRAND THEFT AUTO: VICE CITY	29	97%	
The music, the styling, the freedom... (almost) nothing beats it.			
GRAND THEFT AUTO: SAN ANDREAS	56	99%	
Simply the best game on PS2. Mind-boggling.			
GRAND TOUR RACING GT-R 400	51	53%	
GRAN TURISMO 3	13	93%	
The most complete racing game yet.			
GRAN TURISMO 4	59	92%	
Still the most serious racing sim on PS2.			
GRAN TURISMO 4: PROLOGUE	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	28	48%	
GREAT ESCAPE, THE	39	73%	
GREGORY HORROR SHOW	42	70%	
GROOVE RIDER	45	52%	
G-SURFERS	16	49%	
GUILTY GEAR X2	35	84%	
GUILTY GEAR ISUKA	65	79%	
GUMBALL 3000	29	73%	
GUITAR HERO	71	90%	
The most fun possible while making a complete show of yourself.			
GUN	69	88%	
GUNBIRD: SPECIAL EDITION	62	39%	
GUNDAM: FEDERATION VS ZEON	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	35	40%	
GUNGRAVE OD	64	71%	
GUN GRIFFON BLAZE	07	70%	
HALF-LIFE	16	90%	
A port of one of the best PC games ever made. This is a must-buy.			

GAME NAME ISSUE	ISSUE	SCORE	AWARD
HARRY POTTER AND THE CHAMBER OF SECRETS	31	65%	
HARRY POTTER AND THE GOBLET OF FIRE	70	51%	
HARRY POTTER AND THE PRISONER OF AZKABAN	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	44	55%	
HARVEST MOON: A WONDERFUL LIFE	71	85%	
HAUNTING GROUND	62	78%	
HAUNTED MANSION, THE	46	70%	
HAVEN: CALL OF THE KING	29	81%	
HEADHUNTER	19	81%	
HEADHUNTER: REDEMPTION	53	53%	
HELLO KITTY: ROLLER RESCUE	71	59%	
HERDY GERDY	21	69%	
HEROES OF THE PACIFIC	67	79%	
HIGH HEAT MAJOR LEAGUE BASEBALL	24	71%	
HITMAN 2: SILENT ASSASSIN	28	89%	
HITMAN: CONTRACTS	49	90%	
A game that promotes experimentation and plays brilliantly.			
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	31	51%	
HULK, THE	38	70%	
HUNTER WAYWARD: THE RECKONING	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	46	89%	
ICO	71	93%	
Now it's re-released, you *must* play this ultra-emotional epic.			
INCREDIBLE HULK: ULTIMATE DESTRUCTION	66	88%	
INCREDIBLES, THE	57	72%	
INCREDIBLES: RISE OF THE UNDERMINER	70	50%	
INDIANA JONES AND THE EMPEROR'S TOMB	39	80%	
INDYCAR SERIES 2005	53	63%	
I-NINJA	45	85%	
INTERNATIONAL CUE CLUB	24	56%	
ISLAND EXTREME STUNTS	33	65%	
ISS3	34	78%	
ITALIAN JOB: LA HEIST, THE	40	51%	
JADE COCOON 2	22	70%	
JAK & DAXTER	18	85%	
JAK 2: RENEGADE	40	93%	
Vast, well-built and bursting with distractions.			
JAK 3	56	88%	
JAK X	68	84%	
JAMES BOND 007: EVERYTHING OR NOTHING	46	77%	
JAMES BOND 007: FROM RUSSIA WITH LOVE	69	69%	
JAMES BOND 007 IN AGENT UNDER FIRE	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	30	78%	
JET SKI RIDERS	18	38%	
JONNY MOSELEY MAD TRIX	20	38%	
JUDGE DREDD: DREDD VS DEATH	40	83%	
JUICED	62	68%	
JUNGLE BOOK GROOVE PARTY	10	50%	
JURASSIC PARK: OPERATION GENESIS	34	61%	
KAIDO RACER	71	53%	
KATAMARI DAMASHII	49	83%	
KARAOKE STAGE	49	85%	
KENGO	09	60%	
KELLY SLATER'S PRO SURFER	28	75%	
KESSEN II	20	66%	
KESSEN III	61	82%	
KILL.SWITCH	44	78%	
KILLER7	64	83%	
KILLZONE	55	88%	
KING ARTHUR	57	37%	
KING OF FIGHTERS 2002	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	61	79%	
KING OF ROUTE 66	41	44%	
KINGDOM HEARTS	29	88%	
KING KONG	69	72%	
KLONOA 2	10	73%	
KNIGHT RIDER 2	57	21%	
KNOCKOUT KINGS 2001	07	79%	
KNOCKOUT KINGS 2002	21	83%	
KURI KURI MIX	10	78%	
KYA: DARK LINEAGE	45	73%	
LA PUCELLE TACTICS	52	80%	
LA RUSH	67	75%	
LEGEND OF KAY	59	69%	
LEGENDS OF WRESTLING 2	33	68%	
LEGION: LEGEND OF EXCALIBUR	27	70%	
LEGO STAR WARS	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	58	55%	
LE MANS 24 HOURS	12	73%	
LETHAL SKIES	27	63%	
LETHAL SKIES 2	48	68%	
LE TOUR DE FRANCE	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	38	71%	
LMA MANAGER 2005	55	80%	
LMA MANAGER 2006	68	85%	
LONDON RACER: WORLD CHALLENGE	40	59%	
LOONY TUNES SPACE RACE	19	65%	
LORD OF THE RINGS: RETURN OF THE KING	43	84%	
LORD OF THE RINGS: THE THIRD AGE	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	29	76%	
LOTUS CHALLENGE	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	38	79%	
MADAGASCAR	65	56%	
MADDEN NFL 2005	54	82%	
MADDEN NFL 2006	69	85%	
MAD MAESTROS	22	70%	
MAFIA	46	71%	
MAKAI KINGDOM	70	83%	
MALICE	51	60%	
MANHUNT	43	91%	
Chilling, vicious and utterly remarkable Rockstar goodness.			
MARK OF KRI, THE	33	74%	
MARVEL NEMESIS: RISE OF THE IMPERFECTS	68	41%	
MARVEL VS CAPCOM 2	29	84%	
MASHED: FULLY LOADED	62	70%	
MASTER RALLY	24	55%	
MATRIX: PATH OF NEO	69	81%	
MAXIMO	20	84%	
MAXIMO VS THE ARMY OF ZIN	42	81%	
MAX PAYNE	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	45	65%	
MDK2 ARMAGEDDON	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	64	52%	
MEGA MAN X8	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	26	42%	

GAME NAME ISSUE	ISSUE	SCORE	AWARD
MERCENARIES	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	41	87%	
METAL GEAR SOLID 2	17	96%	
Near perfectly balanced and worth every bit of the hype.			
METAL GEAR SOLID 3	57	97%	
We didn't think it could get better. We were wrong. A masterpiece.			
METAL GEAR SOLID 2: SUBSTANCE	33	78%	
METAL SLUG 3	55	79%	
MIAMI VICE	58	13%	
MICRO MACHINES	30	59%	
MIDNIGHT CLUB 2	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	61	91%	
The street racing genre at its peak, *Dub Edition* is sex on wheels.			
MIDWAY ARCADE TREASURES	45	48%	
MIDWAY ARCADE TREASURES 2	55	71%	
MIDWAY ARCADE TREASURES 3	67	12%	
MIKE TYSON HEAVYWEIGHT BOXING	23	61%	
MINI DESKTOP RACING	71	43%	
MINORITY REPORT	31	60%	
MONKEY MANIA	60	69%	
MONSTER HUNTER	62	70%	
MONSTERS, INC	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	33	85%	
MORTAL KOMBAT: DECEPTION	54	85%	
MORTAL KOMBAT: SHAOLIN MONKS	67	82%	
MOTO GP3	35	74%	
MOTO GP4	63	78%	
MOTOR MAYHEM	15	63%	
MR GOLF	34	56%	
MR MOSKEETO	22	52%	
MTV MUSIC GENERATOR 2	10	90%	
A musical pandora's box, offering professional results to everyone.			
MTX MOTOTRAX	49	79%	
MUMMY RETURNS, THE	17	46%	
MUSIC 3000	35	81%	
MX 2002	14	78%	
MX RIDER	15	62%	
MX SUPERFLY	27	72%	
MX UNLEASHED	48	75%	
MX VS. ATV: UNLEASHED	61	78%	
MYSTIC HEROES	34	67%	
NANO BREAKER	59	59%	
NARC	62	45%	
NBA 2K3	35	70%	
NBA BALLERS	53	82%	
NBA JAM	42	77%	
NBA LIVE 2004	42	84%	
NBA STREET VOLUME 2	35	85%	
NBA STREET VOLUME 3	60	87%	
NEED FOR SPEED 2	55	87%	
NEED FOR SPEED: MOST WANTED	69	88%	
NEXT GENERATION TENNIS 2003	38	55%	
NFL STREET	46	64%	
NFL STREET 2	61	55%	
NHL HITZ 2003	28	80%	
NHL HITZ: PRO	42	80%	
THE NIGHTMARE BEFORE XMAS: OOGIE'S REVENGE	67	61%	
NIGHTSHADE	46	73%	
NINJA ASSAULT	27	71%	
NINJABREAD MAN	69	32%	
NO ONE LIVES FOREVER	21	71%	
NY RACE	17	40%	
OBSCURE	54	80%	
ONI	07	62%	
ONIMUSHA 2	27	89%	
ONIMUSHA 3	50	92%	
Provocative, exquisite gameplay backed up by plush visuals.			
ONIMUSHA: BLADE WARRIORS	45	75%	
OPERATION WINBACK	08	68%	
OUTLAW GOLF 2	57	78%	
OUTLAW VOLLEYBALL REMIXED	68	50%	

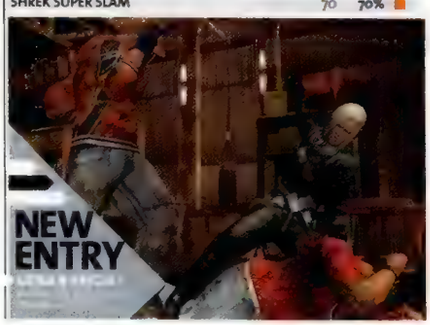
PAC-MAN WORLD 2	33	75%	
PARAPPA THE RAPPER 2	16	75%	
PARIS-DAKAR RALLY	15	60%	
PERFECT ACE PRO TENNIS	38	38%	
PETER PAN: LEGEND OF NEVERLAND	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	65	53%	
PITFALL: THE LOST EXPEDITION	47	71%	
PIRATES: LEGEND OF BLACK KAT	21	38%	
PLAYBOY: THE MANSION	60	51%	
POLICE 24/7	19	49%	
POOL MASTER	05	45%	
POOL PARADISE	48	72%	
POOL SHARK 2	7	56%	
PORTAL RUNNER	16	55%	
PREDATOR: CONCRETE JUNGLE	63	58%	
PREMIER MANAGER	31	80%	
PREMIER MANAGER 2004/2005	57	63%	
PRIDE FC	34	75%	
PRIMAL	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	56	87%	
PRINCE OF PERSIA: THE TWO THRONES	70	77%	
PRISONER OF WAR	24	73%	
PRO EVOLUTION SOCCER 4	55	94%	
Incredible customisation and sublime control. Vital.			
PRO EVOLUTION SOCCER 5	68	93%	
The best Pro Evo yet – the most satisfying football game ever.			
PROJECT EDEN	14	86%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

The Truth

SCANDALOUS GOSSIP.T. ZERO BULLSHIT

GAME NAME	ISSUE	SCORE	AWARD
PROJECT: SNOWBLIND	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	45	82%	
PRO RALLY 2002	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	52	86%	
PSYCHONAUTS	65	90%	
Explore the mental landscapes of certified nutters. Superb.			
PTO IV	48	41%	
PUNISHER, THE	60	82%	
PUYO POP FEVER	46	85%	
QUAKE 3 REVOLUTION	08	85%	
RAINBOW SIX 3	47	77%	
RAINBOW SIX 4: LOCKDOWN	67	68%	
RALLY CHAMPIONSHIP	24	56%	
RAPALA PRO FISHING	65	40%	
RATCHET & CLANK	29	91%	
A labour of love on every crafted level. Great stuff.			
RATCHET & CLANK 2	42	85%	
RATCHET & CLANK 3	56	92%	
PS2 platforming perfection. It gets no better than this. A must.			
RATCHET GLADIATOR	69	85%	
RAYMAN	18	48%	
RAYMAN REVOLUTION	05	68%	
RAYMAN 3: HOODLUM HAVOC	34	80%	
RC REVENGE PRO	04	56%	
READY 2 RUMBLE: ROUND 2	04	82%	
RED CARD	23	80%	
RED DEAD REVOLVER	49	86%	
RED FACTION	11	88%	
RED FACTION 2	29	85%	
RED NINJA: END OF HONOUR	61	73%	
REIGN OF FIRE	30	71%	
RESIDENT EVIL 4	68	97%	
Beautiful, visceral, horrifying and absolutely essential. Get it.			
RESIDENT EVIL CODE: VERONICA X	13	80%	
RESIDENT EVIL: DEAD AIM	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	20	41%	
RESIDENT EVIL OUTBREAK	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	67	68%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	38	80%	
REZ	18	66%	
RIBBIT KING	55	22%	
RICHARD BURNS RALLY	51	66%	
RIDGE RACER 5	01	72%	
RIDING SPIRITS	27	46%	
RIDING SPIRITS 2	50	48%	
RING OF RED	10	74%	
RISE TO HONOUR	47	71%	
ROBOTECH: BATTLECRY	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	16	63%	
ROADKILL	44	72%	
ROCKY	29	84%	
ROCKY LEGENDS	55	66%	
ROLLERCOASTER WORLD	47	50%	
ROMANCE OF THE THREE KINGS VIII	48	70%	
R: RACER EVOLUTION	45	37%	
RTX RED ROCK	38	55%	
RUGBY 2004	40	81%	
RUGBY 2005	63	61%	
RUGBY CHALLENGE 2006	70	64%	
RUMBLE RACING	10	76%	
RUMBLE ROSES	59	69%	
RUNE: VIKING WARLORD	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	33	78%	
RYU GA GOTOKU	71	80%	
SAMURAI JACK: THE SHADOW OF AKU	51	59%	
SAMURAI WARRIORS	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	59	66%	
SAMURAI WESTERN	65	79%	
SAVAGE SKIES	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	63	50%	
SCOOBY DOO: MYSTERY MAYHEM	49	51%	
SCRABBLE 2003 EDITION	40	64%	
SECOND SIGHT	53	90%	
Beautiful design and a truly novel take on the stealth genre.			
SECRET WEAPONS OVER NORMANDY	45	76%	
SEEK & DESTROY	39	69%	
SEGA BASS FISHING DUEL	33	55%	
SEGA SUPERSTARS	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	49	74%	
SHADOW HEARTS: COVENANT	60	84%	
SHADOW MAN: 2ECOND COMING	20	68%	
SHADOW OF MEMORIES	06	80%	
SHADOW OF ROME	58	85%	
SHADOW OF THE COLOSSUS	69	91%	
Stab big monsters in one of PS2's most astonishing feats.			
SHADOW THE HEDGEHOG	70	60%	
SHARK TALE	55	29%	
SHELLSHOCK: NAM '67	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	64	85%	
SHINOBI	35	75%	
SHOX	28	61%	
SHREK 2	51	78%	
SHREK SUPER SLAM	70	70%	



DAN D'S TOP FIVE

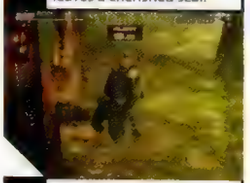
DAN LIKES FOOTBALL, GIANTS AND HOLDING LADIES' HANDS.

1 PES5

Imperfect? Sure. But scripted Master League stitch-ups aside it's *still* the only game I play every day. And night. Seriously: *help*.

2 ICO

I played it once and will never play it again, but *Ico*'s marriage of delicate atmosphere and raw heart leaves a cherished scar.



3 METAL GEAR SOLID 3

A game that EA couldn't and wouldn't make: imperfect, barmy, thrilling, and emotional – born of love, not market research.

4 SILENT HILL 2

For two reasons: 1) The corridor bit with the voice-over 2) *That* Pyramid Head scene. The graphics are still impressive today, too.

5 SSX TRICKY

SSX3 is technically superior, but in terms of exemplary level design, depth and compulsion, this is the best in the series. Fact.

GAME NAME	ISSUE	SCORE	AWARD
SHOWDOWN: LEGENDS OF WRESTLING	50	72%	
SILENT HILL 2	15	88%	
SILENT HILL 3	36	87%	
SILENT HILL 4: THE ROOM	52	74%	
SILENT SCOPE 3	31	54%	
SILPHEED	03	51%	
SIMPSONS HIT AND RUN	42	77%	
SIMPSONS ROAD RAGE, THE	16	76%	
THE SIMS	31	85%	
THE SIMS 2	69	75%	
THE SIMS: BUSTIN' OUT	44	79%	
SINGSTAR	49	90%	
For people who don't like games. And for people who love games.			
SINGSTAR POPWORLD	62	70%	
SINGSTAR 80'S	68	81%	
SKY ODYSSEY	08	79%	
SLAM TENNIS	25	77%	
SLY RACCOON	31	80%	
SLY 2: BAND OF THIEVES	55	81%	
SLY 3: HONOUR AMONG THIEVES	69	87%	
SMASH CARS	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	50	85%	
SMUGGLER'S RUN	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	17	77%	
SNIPER ELITE	67	80%	
SNK VS CAPCOM: SVC CHAOS	59	78%	
SOCOM: US NAVY SEALS	30	82%	
SOCOM 2: US NAVY SEALS	44	90%	
Immersive and dramatic – worth hooking up to broadband for.			
SOCOM 3: US NAVY SEALS	70	78%	
SOLDIER OF FORTUNE: GOLD EDITION	23	64%	
SONIC HEROES	46	66%	
SOUL CALIBUR 2	40	93%	
The very best fighter money can buy.			
SOUL CALIBUR III	69	89%	
SONIC MEGA COLLECTION PLUS	58	69%	
SONIC GEMS	68	55%	
SOUL REAVER 2	17	78%	
SPARTAN: TOTAL WARRIOR	67	88%	
SPAWN ARMAGEDDON	47	69%	
SPEED KINGS	37	55%	
SPHINX AND THE CURSED MUMMY	46	64%	
SPIDER-MAN: THE MOVIE	24	70%	
SPIDER-MAN 2	51	92%	
Best movie license ever. Best superhero game ever. Best *GTA* clone.			
SPINDRIVE PING PONG	62	32%	
SPLASHDOWN	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	40	75%	
SPLINTER CELL	34	91%	
The ultimate 'boys with toys' action adventure that's full of surprises.			
SPLINTER CELL: CHAOS THEORY	61	88%	
SPLINTER CELL: PANDORA TOMORROW	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	58	29%	
SPY FICTION	54	75%	
SPY HUNTER 2	46	67%	
SPYTOY	67	65%	
SPY VS. SPY	61	32%	
SPYRO: ENTER THE DRAGONFLY	30	68%	
SSX ON TOUR	68	83%	
SSX TRICKY	16	95%	
Edgy, funky, cool – compulsive gameplay and pure fun.			
SSX3	41	94%	
Makes you feel good about life. Responsive and thrilling.			
STAR OCEAN 3	55	85%	
STARSKY & HUTCH	38	77%	
STAR TREK VOYAGER: ELITE FORCE	23	75%	
STAR WARS: BATTLEFRONT	54	77%	
STAR WARS: BATTLEFRONT 2	69	80%	
STAR WARS: BOUNTY HUNTER	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	63	48%	
STAR WARS: JEDI STARFIGHTER	22	80%	
STAR WARS: STARFIGHTER	09	85%	
STAR WARS: THE CLONE WARS	33	69%	
STATE OF EMERGENCY	20	75%	
STOLEN	62	38%	
STREET FIGHTER EX3	05	79%	
STREET RACING SYNDICATE	62	62%	
STUNT GP	16	38%	
STUNTMAN	26	74%	
SUFFERING, THE	48	86%	
SUFFERING 2: TIES THAT BIND	67	73%	
SUIKODEN 3	39	66%	
SUIKODEN IV	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	39	56%	
SUMMONER	07	70%	
SUMMONER 2	29	73%	
SUM OF ALL FEARS, THE	29	57%	
SUPER BUST-A-MOVE	04	78%	
SUPERFARM	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	29	48%	
SUPER MONKEY BALL DELUXE	66	84%	
SWAT GLOBAL STRIKE TEAM	42	82%	
SWING AWAY GOLF	05	70%	
SX SUPERSTAR	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	50	75%	
TAITO LEGENDS	68	45%	
TAK 2: THE STAFF OF DREAMS	64	72%	
TAZ: WANTED	28	70%	
TEENAGE MUTANT NINJA TURTLES	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	58	23%	
TEKKEN 4	27	90%	
Way more of everything than the stopgap *Tournament* title. Brilliant.			
TEKKEN 5	61	91%	
And even better again – the ultimate *Tekken*.			
TEKKEN TAG TOURNAMENT	04	87%	
TENCHU: FATAL SHADOWS	63	68%	
TENCHU: WRATH OF HEAVEN	34	70%	
TERMINATOR: DAWN OF FATE	28	49%	
TERMINATOR 3: REDEMPTION	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	16	44%	
THEME PARK WORLD	05	68%	
THING, THE	27	83%	
THIS IS FOOTBALL 2004	47	75%	
THIS IS FOOTBALL 2005	56	68%	
THUNDERHAWK: OPERATION PHOENIX	14	70%	

GAME NAME	ISSUE	SCORE	AWARD
TIGER WOODS PGA TOUR 2005	54	82%	
TIGER WOODS PGA TOUR 2006	67	78%	
TIME CRISIS 2	16	78%	
TIMESPLITTERS 2	28	95%	
Stunning multi-player PLUS a massive single-player mode.			
TIMESPLITTERS 3: FUTURE PERFECT	59	90%	
Now rather more soulless than before. Still superb, though.			
TOCA RACE DRIVER	26	82%	
TOCA RACE DRIVER 2	54	90%	
Tracks, cars and – vitally – racing are all super.			
TOKYO ROAD RACE	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	38	58%	
TONY HAWK'S AMERICAN WASTELAND	68	86%	
TONY HAWKS UNDERGROUND 2	55	89%	
TONY HAWK'S PRO SKATER 4	30	94%	
Lacks the Impact of *THPS3*, but we suggest you get this version first.			
TOP GEAR DARE DEVIL	04	62%	
TOP GUN: COMBAT ZONE	16	67%	
TOP SPIN	68	61%	
TORINO '06: WINTER OLYMPIC GAMES	71	57%	
TOTAL CLUB MANAGER 2005	56	56%	
TOTAL IMMERSION RACING	31	74%	
TOTAL OVERDOSE	67	90%	
GTA in Mexico, basically, but with stacks of class. Terrific.			
TRANSFORMERS	49	84%	
TREASURE PLANET	29	75%	
TRIBES: AERIAL ASSAULT	37	74%	
TRUE CRIME	43	74%	
TRUE CRIME 2: NEW YORK CITY	70	71%	
TUROK EVOLUTION	27	71%	
TT SUPERBIKES	63	41%	
TWISTED METAL: BLACK	13	80%	
TY THE TASMANIAN TIGER 2	55	38%	
U MOVE SUPER SPORTS	57	63%	
UEFA CHALLENGE	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	59	62%	
UEFA EURO 2004	49	70%	
UFC: SUDDEN IMPACT	51	70%	
UFC: THROWDOWN	27	75%	
ULTIMATE SPIDER-MAN	68	79%	
UNDER THE SKIN	58	70%	
UNLIMITED SAGA	42	41%	
UNREAL TOURNAMENT	07	82%	
URBAN FREESTYLE SOCCER	45	72%	
URBAN REIGN	71	78%	
URBZ – SIMS IN THE CITY, THE	56	50%	
USA RACER	36	37%	
VAMPIRE NIGHTS	21	59%	
VAN HELSING	49	67%	
VIB RIPPLE	52	58%	
VICTORIOUS BOXERS	14	80%	
VIETCONG: PURPLE HAZE	54	71%	
VIEWTIFUL JOE	54	88%	
VIEWTIFUL JOE 2	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	36	87%	
VIRTUAL-ON: MARZ	39	56%	
VIRTUA TENNIS 2	30	88%	
V-RALLY 3	24	81%	
WACKY RACES	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	41	69%	
WALLACE AND GROMIT: CURSE O/T WERE-RABBIT	68	72%	
THE WARRIORS	68	87%	
WARHAMMER 40,000: FIRE WARRIOR	40	65%	
WAR OF THE MONSTERS	34	69%	
WAY OF THE SAMURAI	50	80%	
WDL THUNDER TANKS	06	69%	
WE LOVE KATAMARI	69	82%	
WHIPLASH	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	17	53%	
WILD ARMS 3	33	71%	
WILD WILD RACING	03	71%	
WINNING ELEVEN 9	66	91%	
As close to real football as you'll ever see on your PS2.			
WIPEOUT FUSION	19	73%	
WITHOUT WARNING	68	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	51	80%	
WORLD CHAMPIONSHIP RUGBY	48	55%	
WORLD WAR ZERO: IRONSTORM	48	77%	
WORMS 3D	42	80%	
WORMS4: MAYHEM	64	47%	
WORLD RALLY CHAMPIONSHIP 4	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	61	68%	
WRC: RALLY EVOLVED	68	89%	
WRECKLESS: THE YAKUZA MISSIONS	30	38%	
WWE SMACKDOWN! VS. RAW	56	85%	
WWE SMACKDOWN! VS. RAW 2006	69	83%	
WWF SMACKDOWN! JUST BRING IT	16	80%	
WORLD POKER TOUR	70	43%	
THE X-FACTOR SING	69	18%	
XGRA: EXTREME G	40	75%	
X-MEN LEGENDS 2: RISE OF APOCALYPSE	68	71%	
X-MEN: NEXT DIMENSION	31	67%	
X-MEN: WOLVERINE'S REVENGE	36	75%	
X SQUAD	06	59%	
YETISPORTS ARCTIC ADVENTURES	65	44%	
YU-GI-OH!: DUELLISTS OF THE ROSES	41	62%	
ZOE 2: THE 2ND RUNNER	35	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

PSP GAMES

1. GTA: LIBERTY CITY STORIES
2. VIRTUA TENNIS WORLD TOUR
3. LUMINES
4. BURNOUT LEGENDS
5. RIDGE RACER

STUPID NAMES

1. COLE JUSTICE (CONSPIRACY)
2. THE KING OF SPACE (KATAMARI)
3. MASK DE SMITH (KILLER7)
4. JIZZY B (SAN ANDREAS)
5. WAKKA (FINAL FANTASY X)

BALDIES

1. AGENT 47 (HITMAN)
2. SAM FISHER (SPLINTER CELL)
3. KURT ANGLE (WWE)
4. THE END (METAL GEAR SOLID 3)
5. THOMAS GRAVESEN (PESS)

RELAXING GAMES

1. HARVEST MOON
2. EVERYBODY'S GOLF
3. ICO
4. POOL PARADISE
5. RAPALA PRO FISHING

PSP REVIEWS

Every PSP game PSM2 has ever reviewed. Look! Down there!

NEW ENTRY

PRINCE OF PERSIA

The Prince leaps onto PSP in a pretty decent handheld debut.

NEW ENTRY

THE SIMS 2

The Sims crossed with *Broken Sword*. Weird, and doesn't quite work properly.

NEW ENTRY

SOCOM: US NAVY SEALS – FIRETEAM BRAVO

Surprisingly, this is PSP's first war game – and it's every bit as good as you'd expect from the *SOCOM* series. Hurrah for that.

APE ACADEMY	66	85%
BURNOUT LEGENDS	**67**	**92%**
Like being smashed in the face in the best way possible. Stunning.		
COLIN MCRAE RALLY 2005	66	84%
CODED ARMS	67	52%
THE CON	69	45%
CRASH TAG TEAM RACING	70	65%
DARKSTALKER CHRONICLES	66	74%
DEATH JR	69	47%
EVERYBODY'S GOLF	66	81%
F1 GRAND PRIX	66	71%
FIFA 06	69	81%
FIFA 2005	66	68%
FIRED UP	66	54%
FRANTIX	70	20%
GRAND THEFT AUTO: LIBERTY CITY STORIES	**69**	**90%**
GTAIII Remixed, in essence, but still an absolute stormer of a game.		
GHOST IN THE SHELL: STAND ALONE COMPLEX	70	50%
GO! SUDOKU	70	60%
GRIPSHIFT	70	78%
HARRY POTTER AND THE GOBLET OF FIRE	70	51%
INFECTED	71	77%
KAO CHALLENGERS	70	69%
KING KONG	71	56%
LORD OF THE RINGS TACTICS	69	80%
LUMINES	66	85%
MARVEL NEMESIS: RISE OF THE IMPERFECTS	70	58%
MEDIEVIL RESURRECTION	66	67%
METAL GEAR ACID	66	57%
MERCURY	67	85%
MIDNIGHT CLUB 3	66	87%
NAMCO BATTLE MUSEUM	70	54%
NEED FOR SPEED: MOST WANTED	70	68%
NBA STREET SHOWDOWN	66	80%
NEED FOR SPEED UNDERGROUND RIVALS	66	84%
NFL STREET 2	66	72%
PRINCE OF PERSIA: REVELATIONS	71	76%
PRO EVOLUTION SOCCER 5	69	80%
PURSUIT FORCE	68	80%
RIDGE RACER	66	88%
THE SIMS 2	71	67%
SOCOM US NAVY SEALS: FIRETEAM BRAVO	71	83%
SPIDER-MAN 2	66	50%
SMART BOMB	66	36%
SSX ON TOUR	69	79%
STAR WARS BATTLEFRONT 2	70	80%
TIGER WOODS PGA TOUR 2005	66	76%
TIGER WOODS PGA TOUR 2006	69	72%
TOCA RACE DRIVER 2	66	79%
TOKOBOT	71	65%
TONY HAWK'S UNDERGROUND 2 REMIX	66	81%
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE	66	66%
VIRTUA TENNIS WORLD TOUR	**66**	**91%**
A 'must have' title. The best sports sim on PSP.		
WINNING ELEVEN 9	68	79%
WIPEOUT PURE	66	84%
WORLD RALLY CHAMPIONSHIP	66	80%
WORLD SNOOKER CHALLENGE 2005	67	70%
WORLD TOUR SOCCER	68	73%
WWE SMACKDOWN! VS RAW 2006	70	85%

NEW ENTRY

INFECTED

A not-bad-at-all first-person zombie shooter. We quite like this one.

NEW ENTRY

KING KONG

A terrible conversion, and it's over in two hours – that's shorter than the movie. Jeez.

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89%

PS2 / PSP tips

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

The best new tips for the most popular new – and old – games, served hot for your eyeballs.

NEW ENTRY PRINCE OF PERSIA: THE TWO THRONES

RESTORE ALL SAND SLOTS
While playing a game, hold L3 and quickly press ◎(2), ⊗, □(2), ⊗, ▲(2).

SECRET CHAINSAW WEAPON
Pause the game and press ↑, ↓, ↑, ↓, ←, →, ←, →, ◎, □, ◎, □.

SECRET BABY RATTLE WEAPON
Successfully complete the game on the Easy difficulty setting. Then pause the game and press ←(2), →(2), ◎, □, □, ◎, ↑, ↓.

SECRET TELEPHONE WEAPON
Successfully complete the game on the Normal difficulty setting. Then pause the game and press →, ←, →, ←, ↓(2), ↑(2), ◎, □, ◎(2), □(2).

SECRET SWORDFISH WEAPON
Successfully complete the game on the Hard difficulty setting. Then pause the game and press ↑(2), ↓(2), ←, →, ←, →, ◎, □, ◎, □.

VIDEO GALLERY
Successfully complete the game to unlock the Video Gallery.

VOICE CREDITS
Play through the game until getting to the large courtyard just before the first chariot sequence, during your second Dark Prince transformation. Look in the corner of the courtyard to find a hole in the ceiling which enemies appear from until you leave the area. Stab and hang from the panel near that hole to open the exit. Climb the pole nearest to the hole in the ceiling to hear a monotone female voice announce the game's voice credits.

NEW ENTRY TIGER WOODS PGA TOUR 06

ALL COURSES
Enter "ITSINTHEHOLE" all in capital letters to unlock all the game's golf courses.

ALL GOLFERS
Enter "WOOGLIN" all in capital letters to unlock all the game's available golfers.

ALL CLUBS FOR PURCHASE
Enter "CLUB11" all in capital letters to unlock all the club sets available for purchase.

INFINITE MONEY
Enter "ALLOFITSFREE" all in capital letters.

PSP EXTRAS MENU
Enter "pspevolew" as a password to unlock unique Pro Shop items.

TIGER WOODS WITH A HAT
Enter "GOLDENAGE" as a case-sensitive code to unlock Tiger Woods with a hat

TIGER WOODS WITH OLD STRIPED PANTS
Enter "TECHNICOLOR" as a case-sensitive code to unlock Tiger Woods with old striped pants.

TIGER WOODS WITH OLD GOLF OUTFIT
Enter "THROWBACK" all in capital letters to unlock Tiger Woods with an old golf outfit.

TIGER WOODS WITH ALTERNATE OLD GOLF OUTFIT
Enter "OLDSKOOL" all in capital letters to unlock Tiger Woods with an alternate old golf outfit.

PLAY AS JACK NICKLAUS
Enter "GOLDENBEAR" all in capital letters to unlock golfing legend Jack Nicklaus.

PLAY AS ARNOLD PALMER
Enter "ARNIESARMY" all in capital letters to unlock golfing legend Arnold Palmer.

PLAY AS BEN HOGAN
Enter "THEHAWK" all in capital letters to unlock golfing legend Ben Hogan.

PLAY AS OLD TOM MORRIS
Enter "FEATHERIE" all in capital letters to unlock golfing to unlock Old Tom Morris.

PLAY AS TOMMY BLACK
Enter "IDONTHAVEAPROBLEM" all in capital letters to unlock golfing legend Tommy Black.

PLAY AS ROSE CARPENTER
Enter "CRIMSONROSE" all in capital letters to unlock golfing legend Rose Carpenter.

PLAY AS M. CHINO
Enter "MOCHATIME" all in capital letters to unlock golfing legend unlock M. Chino.

PLAY AS L. DANIELS
Enter "RUSHBETA" all in capital letters to unlock golfing legend L. Daniels.

PLAY AS J. DINKERBACH
Enter "DOUBLEDOWN" all in capital letters to unlock golfing legend J. Dinkerbach.

PLAY AS HAL DUF
Enter "GOPHER" all in capital letters to unlock golfing legend Hal Duf.

PLAY AS A. EICHELBERG
Enter "ROIDRAGE" all in capital letters to unlock golfing legend A. Eichelberg.

PLAY AS N. HOPKINS
Enter "BIGHEAD" all in capital letters to unlock golfing legend unlock N. Hopkins.

PLAY AS J. HOZZLE
Enter "HOFFMAN" all in capital letters to unlock golfing legend J. Hozzle.

PLAY AS R. IRONS
Enter "VARSITY" all in capital letters to unlock golfing legend R. Irons.

PLAY AS E. JOHNSON
Enter "WHOISTHISGUY" all in capital letters to unlock golfing legend E. Johnson.

PLAY AS R. KUMAR
Enter "BAYSIDE" all in capital letters to unlock golfing legend R. Kumar.

PLAY AS M. LEBLANC
Enter "NORTON" all in capital letters to unlock golfing legend M. Leblanc.

PLAY AS C. MCGINNIS
Enter "HIGHHOOK" to unlock C. McGinnis.

PLAY AS SUZZIE MCINTYRE
Enter "OUTTAMYWAY" to unlock Suzzie Mcintyre.

PLAY AS R. MONTAGUE
Enter "LAZ" to unlock R. Montague.

PLAY AS COLIN MONTGOMERY
Enter "THEREALMONTY" to unlock Colin Montgomery.

PLAY AS C. MONTOYA
Enter "THREENAMES" to unlock C. Montoya.

PLAY AS M. MURRAY
Enter "DIPPINIT" all in capital letters to unlock golfing legend M. Murray.

PLAY AS SUZZANE MCINTYRE
Enter "SUZZIEMCQ" all in capital letters to unlock golfing legend Suzzane Mcintyre.

 # PLAY AS W. ROUNDER
Enter "POCKETPAIR" all in capital letters to unlock golfing legend W. Rounder.

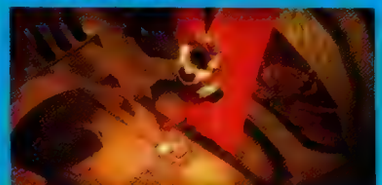
PS2 TIP

1 PRINCE OF PERSIA: REVELATIONS

INFINITE SAND
When you reach a save point and there is a vase with an extra sand slot, destroy it to get the sand. Save the game, then fall off a ledge or get killed. Load your saved game and destroy the vase again. This will allow you to get unlimited sand.

DEFEATING NINJAS
You can't kill ninjas easily by using combo attacks and then wielding a dagger like anyone who's not Hunting (after you kill them once). Quickly press ⊗, ⊗, ⊗ when they are not blocking for a one-hit kill.

DEFEATING WOMEN
The women are hard to defeat because they always block and occasionally jump over them. To easily kill them, run towards a wall and press ⊗. You will launch off the wall towards the nearest enemy and hit them. This is unblockable, but not unstoppable. This will also knock them down so you can stab them while they are vulnerable and use a combo on them when they get up.



TIPS ROUND-UP

THE SIMS 2

CHEAT GNOME
While playing a game, press L1, L1, ↑, ⊗, L2. The Cheat Gnome (Plumb Bob Trophy) will now appear on the lots and the following codes may now be enabled...

9,999 SIMOLEONS Enable the "Cheat Gnome" code, then press L1, L1, L1, →, ← while playing a game. Select the Cheat Gnome, then Interaction/Location: Give Simoleons.

ALL LOCATIONS Enable the "Cheat Gnome" code, then press ◎, L1, ←, ◎, ↑, ◎ while playing a game. Select the Cheat Gnome, then Interaction/Location: Unlock/Unlock All Locations. Bingo.

ALL OBJECTS Enable the "Cheat Gnome" code, then press L1, ◎, ↓, ←, ↑ while playing a game to unlock all objects.

ALL RECIPES Enable the "Cheat Gnome" code, then press L1, □, ↑, ↓, →, ⊗ while playing a game to unlock all recipes.

ALL FASHIONS Enable the "Cheat Gnome" code, then press □, L1, ↓, →, □ while playing a game to unlock all fashions.

CHRONICLES OF NARNIA

CHEAT MODE
At the title screen, when the "Press The Start Button" text is displayed, press ⊗, then hold L1 + L2 and press ↓(2), →, ↑ to enable cheat mode. If you entered the code correctly, the "Press The Start Button" text will turn green. The following codes may now be entered for a variety of cheats...

LEVEL SELECT At the Wardrobe level selection screen, hold ○ and press ↑(2), →(2), ↑, →, ↓. If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

LEVEL SKIP While playing a game, hold ○ and press ↓, ←, ↓, ←, ↓, →, ↓, →, ↑. If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

INVINCIBILITY While

TIPS ROUND-UP

PS2 TIP

2 KING KONG

CHEAT MODE
At the [illegible], hold L1 + R1 and press ↓, ◎, ↑, ◎, ↓(2), ↑(2). Release L1 + R1 and a "Cheat" option will appear at the main menu. Select the "Cheat" option then enter one of the following case-sensitive codes to activate the corresponding cheat function. Note: the codes have no effect when playing as King Kong.

LEVEL SELECT
Enter "Bikini" as a code. Note: This code includes the number "0".

INVINCIBILITY
Enter "Bounder" as a code. You will still take damage, but will not lose a life, however long, fall and fire can still cause you a problem. Also, this code must be re-entered each new level.

ONE-HIT KILLS
Enter "Goodbye" as a code.

FULL AMMUNITION
Enter "I'll get my own" as a code.

INFINITE SPEARS
Enter "Lance Hill" as a code. Note: This code includes the number "1" in the second word. Press Reload to get the spears.

GET REVOLVER
Enter "I'll get you" as a code.

GET SHOTGUN
Enter "All Shotgun" as a code. Note: This code includes the number "0". Alternately, enter "XXX Big Shot" as a code.

GET MACHINE GUN
Enter "XXXmachine" as a code.

GET SNIPER RIFLE
Enter "XXXsniper" as a code. Note: This code includes the number "1".

BONUSES COMPLETED
Enter "Showoff" as a code.

PLAY AS T. SHORTKNOCKER
Enter "WANTSMORE" all in capital letters to unlock golfing legend T. Shortknocker.

PLAY AS DR. SMYTH
Enter "VERYSNEAKY" all in capital letters to unlock golfing legend Dr. Smyth.

PLAY AS A. TOWNSEND
Enter "BELLEOFTHEBALL" all in capital letters to unlock golfing legend A. Townsend.

PLAY AS T. UNDERWOOD
Enter "FIVEPOUNDS" all in capital letters to unlock golfing legend T. Underwood.

PLAY AS D. WHELLER
Enter "THECADDY" all in capital letters to unlock golfing legend D. Wheller.

PLAY AS S. WHITTFIELD
Enter "KNOWITALL" all in capital letters to unlock golfing legend S. Whittfield.

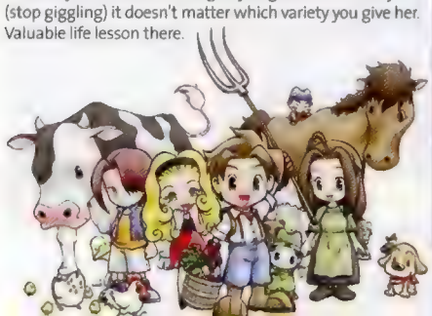
ADIDAS ITEMS
Enter "THREESTRIPE" all in capital letters to unlock the Adidas items

UNDER ARMOUR ITEMS
Enter "PROTECTTHISHOUSE" all in capital letters to unlock the Under Armour items.

UNABLE TO EXIT RIVALS MODE
Enter "PADDOCK" as a case-sensitive code. You will not able to exit Rivals mode and the game will not do anything apart from play music at the next loading screen you go into. Wow, eh?

NEW ENTRY HARVEST MOON: IT'S A WONDERFUL LIFE

MARRY LUMINA
To marry Lumina you must give her flowers of any kind and Moon Ores from the Dig Site; she's crazy for both and will love you for them. As long as you give her one a day (stop giggling) it doesn't matter which variety you give her. Valuable life lesson there.



playing a game, hold o and press ↓, ↑, ↓, →(2). If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

RESTORE HEALTH While playing a game, hold L1 and press ↓, ←(2), →. If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

10,000 EXTRA COINS While playing, hold o and press ↓, ←, →, ↓(2). If you entered the code correctly, the message "Cheat Activated" will appear. Repeat the code to disable its effect.

KING KONG

CHEAT MODE
At the main menu, hold L1 + L1 and press ↓, ◎, ↑, □, ↓(2), ↑(2). Release L1 + L1 and a "Cheat" option will appear at the main menu. Select the "Cheat" option, then enter a code from the PSP cheats box to the left to trigger the corresponding cheat.

PRO EVOLUTION SOCCER 5

EASY PES POINTS
Start an international league and select only two teams to enter the league. You will only have to play two games and will earn match winning points and 1,500 PES points each time you win the league.

WWE SMACKDOWN! VS RAW 2006

PARKING LOT BRAWL INSTANT KO
First, max out the momentum meter. Next, grapple the opponent and strike him while in a grappled state (⊗ button). Drag the opponent by the hair toward the passenger side door of JBL's parked limousine, and press any direction on the D-pad while pressing the ◎ button. If performed properly, the player will throw the opponent into JBL's limo, close the door and enter one of the surrounding parked cars. Once behind the wheel, the player will drive into the passenger side door of JBL's limousine, resulting in an instant KO of the opponent. Easy!

Hidden Weapon
Stand next to the front of JBL's limousine, near the horns, and press the □ button. If performed properly, the player-controlled Superstar will grab the horns on the hood of JBL's limousine and yank them free. The player will then be able to use the horns as a weapon.

NEW ENTRY SHADOW OF THE COLOSSUS

PLAY AS DORMIN
Defeat all sixteen Colossi to unlock Dormin, the demon Colossus.

BROWN AGRO
Defeat all sixteen Colossi and get all items in Normal Time Attack mode. Then at the title screen, hold R2.

WHITE AGRO
Defeat all sixteen Colossi and get all items in Hard Time Attack mode. Then at the title screen, hold ◎.

REMINISCE MODE
Go to the corpse of the Colossi and press ◎ to pray. In this mode, the graphics will change to an old film appearance.

HARD MODE
Successfully complete the game to unlock the Hard difficulty setting.

TIME ATTACK MODE
Successfully complete the game to unlock Time Attack mode

RIDE A HAWK, BIRD, LIZARD, OR EEL
Sneak up behind them and press L1.

STANDING GALLOP
Press L1 + ⊗.

180 GALLOP TURN
Quickly press Left Analog-stick ↓ + ⊗, Left Analog-stick ↓ + ⊗

QUICK GALLOP STOP
Press left analogue stick ↓ + ⊗.

NEW ENTRY URBAN REIGN

MUSHIN-KAI AND TIN JIAO
Successfully complete Mission 99 in Story mode to unlock the Mushin-Kai and Tin Jiao.

 # OUTLAWS, SHADOW PLATOON, BAIN, AND COOPER
Successfully complete Mission 70 in Story mode to unlock the Outlaws, Shadow Platoon, Bain, and Cooper.

PARK
Successfully complete Mission 60 in Story mode to unlock the Park

WESTSIDE GYM, ZAPS, AND KG
Successfully complete Mission 30 in Story mode to unlock the Westside Gym, Zaps, and KG.

PLAY AS ALEX
Successfully complete Mission 67 in Story mode to unlock Alex

PLAY AS BORDIN
Successfully complete all Chapter missions in Free mode with an "S" rank to unlock Bordin and his gun.

PLAY AS CHRIS
Successfully complete Mission 46 in Story mode in order to unlock Chris.

PLAY AS GOLEM
Successfully complete all Chapter 3 missions in Free mode with a "B" or greater rank to unlock Golem.

PLAY AS KELLY
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank to unlock Kelly.

PLAY AS LILIAN
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank to unlock Lilian.

PLAY AS LING FONG
Successfully complete all Chapter 3 missions in Free mode with a "B" or greater rank to unlock Ling Fong and his saber.

PLAY AS MARSHALL LAW
Successfully complete one stage of Free mode to unlock Marshall Law from Tekken 5.

PLAY AS MCKINZIE
Successfully complete all Chapter 2 missions in Free mode with a "B" or greater rank to unlock McKinzie.

PLAY AS NAPALM99
Successfully complete all Chapter 2 missions in Free mode with a "B" or greater rank to unlock Napalm99.

PLAY AS PAUL PHOENIX
Successfully complete Challenge mode to unlock Paul Phoenix from Tekken 5

PLAY AS SHINKAI
Successfully complete all Chapter missions in Free mode with an "A" rank to unlock Shinkai.

PLAY AS VERA ROSS
Successfully complete all Chapter 1 missions in Free mode with a "B" or greater rank to unlock Vera Ross.

NEW ENTRY THE INCREDIBLES: RISE OF THE UNDERMINER

CHEAT MODE
Enter one of the following password at the "Secrets" menu to activate the corresponding cheat function. Note: Some codes only have an effect in certain levels.

LEVEL SELECT
Enter "LEVELLOCKSMITH" as a password to unlock all levels.

INFINITE ENERGY
Enter "WHYMUSTWEFIGHT" as a password.

FROZONE'S SUPER MOVE
Enter "FROZBOOM" as a password to unlock Frozone's Super move.

FROZONE GETS 1,000 EXPERIENCE POINTS
Enter "FROZPROF" as a password.

FROZONE HAS EVERYTHING AT MAX
Enter "FROZMASTER" as a password

MR. INCREDIBLE'S SUPER MOVE
Enter "MRIBOOM" as a password to unlock Mr. Incredible's Super move.

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION

MR. INCREDIBLE GETS 1,000 EXPERIENCE POINTS
Enter "MRIPROF" as a password.

MR. INCREDIBLE HAS EVERYTHING AT MAX
Enter "MRIMASTER" as a password.

FULL GALLERY
Enter "SHOWME" as a password to unlock the full gallery.

DISABLE HUD
Enter "HUDBEGONE" as a password.

NEW ENTRY SOCOM 3: US NAVY SEALS

ADMIRAL MODE
Successfully complete Single Player mode on the Captain difficulty setting to unlock the Admiral difficulty setting.

CAPTAIN MODE
Successfully complete Single Player mode on the Commander difficulty setting to unlock the Captain difficulty setting.

BONUS MULTIPLAYER CHARACTERS
Successfully complete the following areas on the indicated difficulty setting to unlock the corresponding multiplayer character:

AL-KAMLI SARWAT (NORTH AFRICA TERRORIST): Successfully complete North Africa on any difficulty setting.

KILLJOY (NORTH AFRICA SEAL): Successfully complete all training missions.

SEAL JUNGLE GHILLIE SUIT (NORTH AFRICA): Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

TERRORIST JUNGLE GHILLIE SUIT (NORTH AFRICA): Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

SEAL WINTER GHILLIE SUIT (POLAND): Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting.

TERRORIST WINTER GHILLIE SUIT (POLAND): Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting.

CHOPPER (SOUTH ASIA SEAL): Successfully complete South Asia on any difficulty setting.

HARI RAMAN (SOUTH ASIA TERRORIST): Successfully complete South Asia on the Captain or Admiral difficulty setting.

SEAL DESERT GHILLIE SUIT (SOUTH ASIA): Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting

TERRORIST DESERT GHILLIE SUIT (SOUTH ASIA): Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting.

SUCCESSFULLY COMPLETE SOCOM 3: Fireteam Bravo on the PSP on any difficulty setting and link to SOCOM 3: U.S. Navy SEALs to unlock the COLDKILL (Poland SEAL) and Dr. Basia Mironova (Poland terrorist) characters.
Accumulate at least 24 hours of online game play time to unlock the Scarecrow character skin.

BONUS WEAPONS
Successfully complete Single Player mode on the indicated difficulty setting to unlock extra weapons in Single Player and Training modes:

IW-80 A2: Any difficulty.
STG 77: Any difficulty.
GROM WEAPONS: Captain difficulty.
SBS WEAPONS: Commander difficulty.
SEAL WEAPONS: Ensign difficulty.
TERRORIST WEAPONS: Lieutenant difficulty.

NEW ENTRY CRIME LIFE: GANG WARS

EASY MONEY
Go to Blingley Hill, then go to any store and start a robbery. Punch the men, but do not kill them. Do not let them say "help". When you get $1,000, take the bag into the robbery car. If you have three stars or more, go to the Outlaws crib. Enter it, then go out and there will be no stars.
Break pay phones and parking meters for easy money. You can get $10 from pay phones and $3 from parking meters.

EASY KILLS
When your rage meter is full, press L1 + L2 to be faster and stronger.

DEFEATING BOSSES EASIER
Block with ⓡ and when the Boss finishes punching, hit him three times with ⊗ and repeat. It will be easier if you dance around him, block, then punch.

TIP

3 GHOST IN THE SHELL: STAND ALONE COMPLEX

COMPLETION BONUSES
Successfully complete the game to unlock the "Bonus Viewer" option and a mini-game featuring Tachikoma.

WEAPON BONUSES
Play through a level with only a handgun. At the end of the level you will be given the Dual Wield ability and the handgun. You will be able to equip two of the handguns to use weapons akimbo. Collect a weapon that is not in your inventory during the game, then have it equipped when completing the level. When the next level begins, it will be a part of your available inventory. Successfully complete all Single Player mode levels with a mission to unlock his or her unique weapon. After unlocking it, the weapon can be used by any character.

PSM2 MICRO GUIDE

All the Hands-Free help you'll need in one fat eyeful!

THIS MONTH: GTA: LIBERTY CITY STORIES

A VOLATILE SITUATION
Island: Portland
Difficulty: 8/10 **Reward:** $1000

Sindacco snitch JD tips Toni off about a plan to destroy a Leone-run casino in downtown St. Mark's. Before you accept the mission, stock up on SMG ammo and get yourself a PCJ bike. Drive to the casino and wait for the first wave of Sindacco hitmen to arrive. The moment they appear on the map (as a red triangle), go after "them". Before they get anywhere near the casino, fire at them from your bike and destroy their car. After three waves of goons, they'll drive a bomb truck up to the front of the casino. Jack it as soon as it pulls up and drive it away. Once the "safe distance" meter is full, run the Hell away to avoid explosive death.

CALM BEFORE THE STORM
Island: Portland
Difficulty: 8/10 **Reward:** Varies

Upon arrival Maccone is taking a helicopter across town and to your pants that he and his goon pilot have a plan for the latter half, and he thinks you have a problem and a half to match by the time you're done. Then you have to stay under the transport and track its movements. Use a PCJ for this – you'll need both speed and the ability to weave between traffic. The first step is the confrontation over Portland's Heights. After this, follow him to Staunton and a final battle over The Docks and then off to bring out several Uzis all, including the pilot on the ground below. Watch out for the two snipers on the roof.

THE PORTLAND CHAINSAW MASQUERADE
Island: Portland
Difficulty: 9/10 **Reward:** $3000

Vincenzo wants you to help him out with a shipment. Go to the tanker moored by his place at the docks and enter the door marked by the yellow circle. Once inside, run through the dark corridors until you see a small alcove to the right. It's absolutely necessary that you pick up the Colt Python stashed here, otherwise the mission will be nigh-on impossible to complete, and even so, it's still sodding hard. Enter the cargo bay and scores of chainsaw-wielding hoodlums will come running at you. This is where the Python comes in handy 'cause it kills them with one shot. When they're all dead, waste the treacherous Vinnie to finish the mission.

CAUGHT IN THE ACT
Island: Staunton
Difficulty: 4/10 **Reward:** $1000

Toni's got a new job for you, and it involves a bit of breaking and entering. Head to the Staunton Island Museum of Art and wait for the security guard to walk out of the front door. Enter the building and head to the top floor. Steal the painting and head back to the ground floor. Exit the building and head to the pier where Toni's boat is waiting. Deliver the painting to Toni's boat and the mission is complete.

TAKING THE PEACE
Island: Staunton
Difficulty: 6/10 **Reward:** $2500

Salvatore has parked a van near the hospital that'll let you control Paulie Sindacco's rigged car. The scene will switch to Paulie driving around Staunton, clueless. Press ⊗ at any time to take control of his car and the view will switch to first-person. You have five minutes from the moment you press ⊗ to take out every Forelli marked on the map. You can't drive-by or get out of the car (obviously), so you'll have to run them over. Make sure you have enough speed or you'll just knock them over. A couple of Forellis may run outside of the alleyway, so mop them up to finish the mission. This unlocks Sal's next phone mission in Belleville.

STOP THE PRESS
Island: Shoreside
Difficulty: 3/5 **Reward:** $5000

Leone-run publishing house [illegible] printing of Asuka comics and you mention you have a few words to say about the company's business practices. Do this by either speeding him around a bit or holding a suitably large weapon of mayhem near the car and telling him. He'll head over to the building, but he and Toni will argue and storm away in a moment. You have to give chase on a number of your own, but he's driven real erratic from [illegible]

MORE DEADLY THAN THE MALE
Island: Shoreside
Difficulty: 3/5 **Reward:** $7000

Your goal here is an arms shipment guarded by dozens of Yakuza gangsters. Make your way to the wooden pier marked on the map and stay well back. Use your sniper rifle to clear the area of any visible mobsters then charge in with an automatic weapon to mop up the rest. When the area is clear, steal the blue speedboat and go to the top of Staunton to meet up with Phil. On the way, Yakuza boats will try and blow you up. You can either fend them off with drive-by shooting, fire rockets from the boat or just drive straight through them.

MORGUE PARTY RESURRECTION
Island: Shoreside
Difficulty: 3/5 **Reward:** $5000

Take Donald and retrieve the [illegible] of his dead friend and Army Corporate. Go to Staunton and [illegible] Salvatore's got a two-day warrant level [illegible] straight ahead [illegible] you entered the car to get a [illegible] of it. Then [illegible] to the medical [illegible] in the airport [illegible] is nearby so [illegible] Donald [illegible] and take the [illegible] [illegible] Salvatore's [illegible] [illegible] [illegible]

IT'S AWARDS SEASON AND THE WINNER IS... YOU!

FREE!

4 ISSUES AND A MYSTERY DVD

When you subscribe to TOTAL FILM today!

THE ESSENTIAL GUIDE FOR ANYONE WHO'S PASSIONATE ABOUT MOVIES

Subscribing brings you...

- FREE mystery DVD!
- Four free issues
- Exclusive coverline-free subscriber covers
- Money-back guarantee

CALL 0870 837 4722 quoting X041

Lines are open Mon-Fri 8.00am-9.30pm, Saturday 8.00am-4pm

VISIT www.myfavouritemagazines.co.uk/X041

TOTAL FILM

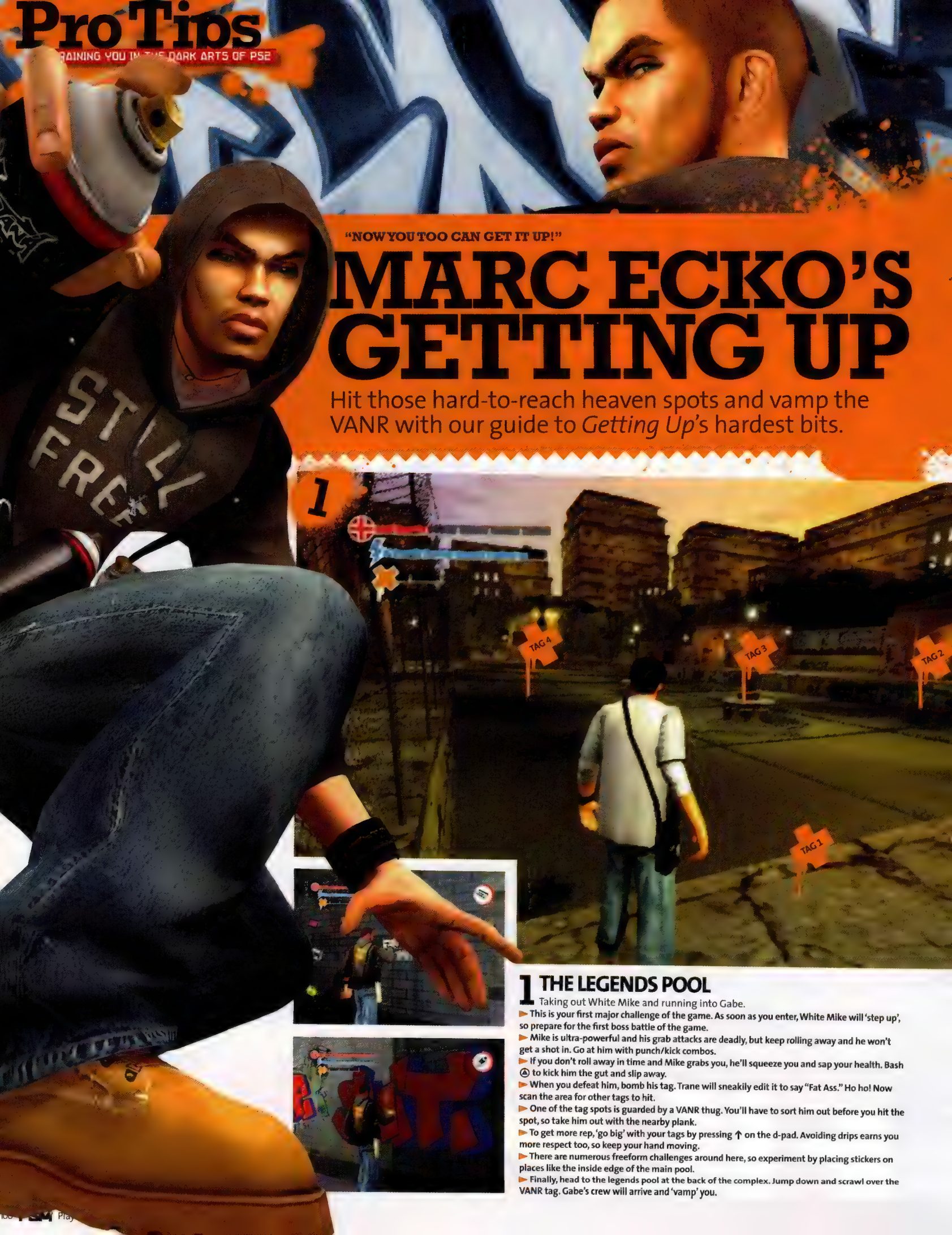
WWW.TOTALFILM.COM

Offer closes 31 March 2006

"NOW YOU TOO CAN GET IT UP!"

MARC ECKO'S GETTING UP

Hit those hard-to-reach heaven spots and vamp the VANR with our guide to *Getting Up*'s hardest bits.



1 THE LEGENDS POOL

Taking out White Mike and running into Gabe.

- This is your first major challenge of the game. As soon as you enter, White Mike will 'step up', so prepare for the first boss battle of the game.
- Mike is ultra-powerful and his grab attacks are deadly, but keep rolling away and he won't get a shot in. Go at him with punch/kick combos.
- If you don't roll away in time and Mike grabs you, he'll squeeze you and sap your health. Bash Ⓐ to kick him the gut and slip away.
- When you defeat him, bomb his tag. Trane will sneakily edit it to say "Fat Ass." Ho ho! Now scan the area for other tags to hit.
- One of the tag spots is guarded by a VANR thug. You'll have to sort him out before you hit the spot, so take him out with the nearby plank.
- To get more rep, 'go big' with your tags by pressing ↑ on the d-pad. Avoiding drips earns you more respect too, so keep your hand moving.
- There are numerous freeform challenges around here, so experiment by placing stickers on places like the inside edge of the main pool.
- Finally, head to the legends pool at the back of the complex. Jump down and scrawl over the VANR tag. Gabe's crew will arrive and 'vamp' you.

2 THE ART SCHOOL

Taking on the VANR.

- Trane needs somewhere to "hang loose" and this art school is just the ticket. Tag the doors on the street to unlock the gates.
- When you enter the courtyard, head to your immediate right. Either stealth kill the VANR or mash him up with the nearby basketball. Bomb his tag.
- Same goes for the guy on the far left. Grab a plank and beat him up, bombing his tag and the others around him. He's a pushover.
- Climb the pipe in the basketball court and scale the side of the school. Hit the heaven spot and shimmy across to the open window (location shown in the pic opposite).
- Inside, tag the doors with your marker pen. Make your way through the corridors until you hear the VANR up ahead.
- There are plenty of pipes and sticks lying around here, so taking out the two gang members shouldn't be too difficult.
- Bomb the numerous tags dotted around the school, ending with the biggest one in the bathroom. This will unleash more VANR.
- This is your first major group battle. Go for the guy clutching the pipe first and steal his weapon. Keep rolling away with ◎ and beat the others down.

3 SUBWAY SYSTEM

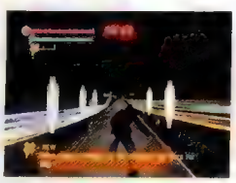
Taking on a legend.

- Run down the tunnel and tag the spots. You'll reach a small room being patrolled by the Vandal Squad. Grab a bin lid and KO them.
- When they've been dealt with, climb the pipes, hit the heaven spot, shimmy around and leap to the platform opposite. Crawl down the vent.
- Drop down and stealth kill the subway worker. Tip-toe across the girders and tag the two main spots above the railway lines.
- The worker on the other side has a wrench, so use a diss move to make him drop it. Pick up the steel pipe and knock him out.
- To reach the Graffiti Legend, you have to wall jump and grab hold of the overhanging girders. Hop across to reach the platform,
- Approach the Graffiti Legend and he'll ask you to tag the narrow tunnels. The problem is, there are trains going back and forth very frequently making this section a real deathtrap.
- Wait for a tran to zip past then head straight for the tag spot. Paint as quickly as you can and run to an alcove. Repeat until the tunnels have been bombed.

4 TAGGING THE TRAIN

Don't let Trane take the strain. It's time for one of the most exciting missions in the game.

- First things first – *run!* Dash forward as soon as the level starts. You only have three minutes, so get to the first tag spot as quickly as possible.
- Whenever the train pulls into a station (you'll hear a mumbling tannoy seconds before), squeeze L1 to crouch under the overhead neon lights.
- You also have to look out for flashing barriers. For the ones above you, hang off the side and for the others, cling to the roof. Listen for the bells.
- The trick is to remember where every tag is and when to avoid the barriers – learn the routine and you can beat the three-minute limit easily.
- When you reach each carriage, shimmy down and begin your piece. Use full pressure and keep the stick moving to avoid drips.
- When the train approaches a narrow tunnel, hang off and jump to the carriage on the opposite side. Jump back across when it exits the tunnel.
- You can take a couple of hits from the barriers, but don't risk it because it also slows you down. The overhead lights do the most damage.
- Tag the three required spots (without dripping) indicated on the screenshot and the mission will end after the "objective completed" message flashes up. Take a deep breath and relax.



5 VANR HEADQUARTERS

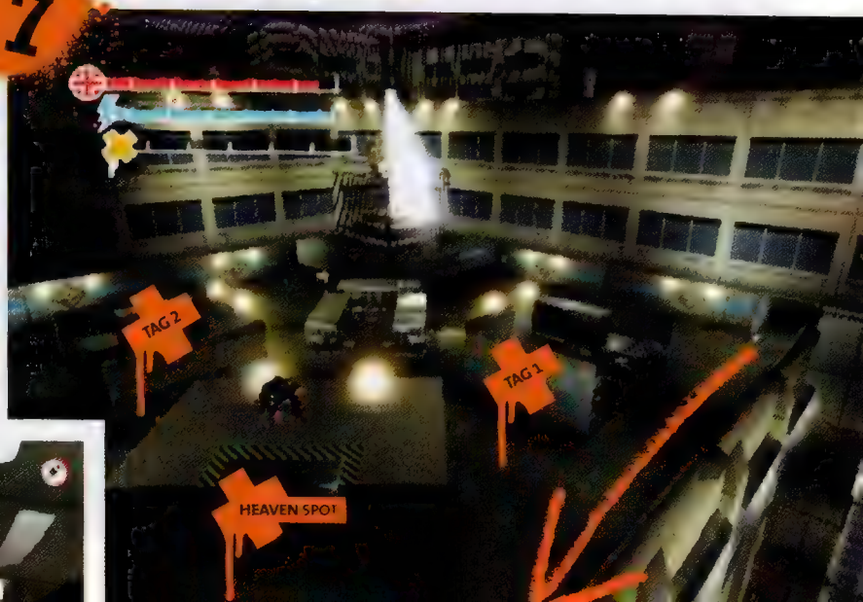
It's all gone to the dogs.

- Now's your chance to get back at Gabe and the VANR crew. Bomb the tags on the walls around the central 'arena' for masses of rep.
- Hit the final tag and Gabe's muscle will arrive – a big scary man and two very scary pitbulls. It's time for your second boss battle.
- You have to deal with the dogs first. When they lunge at you, press Ⓐ to kick them away. Repeat until both of them limp away.
- When the boss comes down, throw him into the trophy cases dotted around the room to cause extra damage. Use diss moves to slow him down.
- If you need a weapon, search the remains of the broken trophy cases. You can use the trophies to bludgeon him to death.
- Reduce his health to about half and he'll call his dogs back. Ignore him and deal with the pooches by kicking them again.
- There are three health packs in the arena. To get them, however, you need to destroy the shelves by throwing the boss into them.
- To dodge his knife attacks, simply roll away. He'll arch back just before he strikes, so learn when exactly to avoid him.

6 NEW RADIUS TRAMNET

Take care on those trams, now.

- Shimmy around the edge of the tower to reach the roof. The guards on each floor follow a simple patrol route, so learn it.
- When you reach the roof, perform another stealth kill on the CCK. He's armed. Climb around the pipe and jump to the ladder.
- Kick and punch the neon sign to spell out your name and crew. The letters you have to destroy are obvious. Slide back around to where you started.
- Now tag the sides of the four-tram cars snaking their way around the tower. Use instinct mode to see where.
- Periodically, a CCK will drop onto the car you're tagging. Exploit a bug and hang off the edge – he'll try to attack and fall off the tram.
- The only chance you have to move between trams is by leaping onto the centre tower, clambering up and jumping across.
- When you see the spotlights, hang off the side of the tram. If they spot you, the gunners will fire and severely reduce your health.
- There are gunners on the far tower, so crouch on the roof to avoid their gaze. When the trams are all tagged, the level will end.



7 CCK HEADQUARTERS

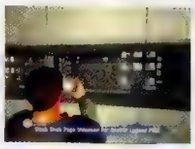
Time for some hilarious, sweary fun.

- As soon as the level begins, run to your right and stealth kill the guard. Next to where he was standing are some pipes. Climb up.
- When you get inside there are two guards to deal with, one of whom has a rifle. Stealth kill the one to your left when he enters the booth and get the pipe.
- Dash towards the one on the right and smash him up with the pipe. If he hits the alarm another will come, but he won't get the chance if you do it right.
- At the far end of the corridor you'll see another open window. Leap out and climb the pipes to reach your goal – the roof of the building.
- When you reach the roof you'll be presented with a spotlight, two guards and numerous tag points. Use instinct mode to see where they are.
- Learn the guards' patrol routes. They both have rifles so getting caught isn't an option. Both stand still at least once, so go for a stealth kill then.
- There are two tag spots on the roof's air vents. You can actually get these without killing the guards, but it'll be much tougher.
- Finally, hit the heaven spot. Climb the sign at the front, abseil down and use Trane's roller to change "CCK" to "FUCCK". Climb back to ground level.

8 THE HIGHWAY

In which the CCK get their choppers out.

- The highway is roaring with traffic, but you have to get across. Watch the pattern of the vehicles, time it properly and dash across the road quick as you can.
- On the other side, beat up the cleaners with their own squeegees and re-tag the spots they've been painting over. Follow Gabe.
- Halfway across, directly above where the traffic is screaming past, there's a heaven spot that'll net you a truckload of rep. Hit it.
- Find your way to the top of the overpass. Kick the builder off the edge (or beat him up) and tag the street signs.
- Keep following Gabe. When you catch up, tag the spots on either side of the doorway. When you finish, a CCK chopper will then appear.
- You have to protect Gabe from the CCK. The first wave can be dealt with by kicking them off the edge of the overpass.
- The second wave have weapons, so your first plan should be to use diss moves until they drop them. Then simply beat them up. Watch Gabe's health.
- The next group can be dealt with either way. When the final wave has been dealth with, Gabe and Trane will make a dash for it and the level ends.



9 THE FAIRGROUND

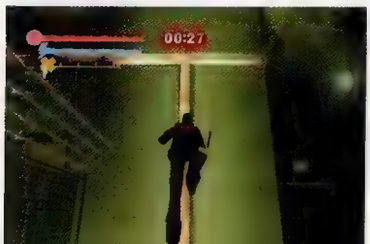
All the fun of the fair.

- Leap across to the pole and swing onto the pier. Run past the tramps and climb the chainlink fence into the main area of the fair.
- There are several guards here. Stealth killing them is too fiddly, so find the nearby pipes/sticks and beat them up. Bomb the area with tags.
- Go through the door to the right. Kill the guards and climb the yellow cages. Make your way to the top. You've reached the water tower.
- After every two letters of your giant tag, a guard will come. Kick him off the sides before he does. Use the Ⓐ button swith the roller to paint faster.
- Go back down the way you came. At the bottom there'll now be some bolt cutters. Get them, fend off the guards and go through the fence.
- Now it's time to team up with Gabe and defeat the leader of the Vandal Squad. Grab the nearby plank immediately and smack her about with it.
- Halfway through you get hold of her cattle prods. Mash her up with combos, avoid her flaming paint can attack and attack. It may take a while.
- If you're struggling for health, there are two cans situated at the back and the front of the area you're in. Save them for when you're just about near death.

10 SUSPENSION BRIDGE

The suspension of this is almost unbearable.

- From the start, flip over the sign and tag the sign above the street. Tip-toe across the beams and jump to the ground below.
- There are two guards here who follow simple patrol routers, so figure 'em out as usual and stealth kill them. Climb the pipes at the end.
- Walk carefully across the beams to reach the other side of the bridge, tagging the green street signs as you go. Don't hang – passing cars will clip you.
- Wait for the guard to walk to the alcove, drop down and stealth him. Go to the far end, collect the bolt cutters and go back to where you started.
- Use the cutters on the door and go through. There's a welder here, but he's amazingly easy to beat up. When he's been KO'd, climb the scaffolding.
- Mid-way up, you'll hit what appears to be a dead end – don't fret though, a quick wall jump against the red netting will get you to the next section.
- When you get to the top you'll be presented with your next goal – tag the girders overhanging the road below. Clamber down to where the guards are.
- Take out the CCK below – go for the ones packing guns first – and follow the network of pipes to the heaven spot. The route is fairly simple.



Pro Tips

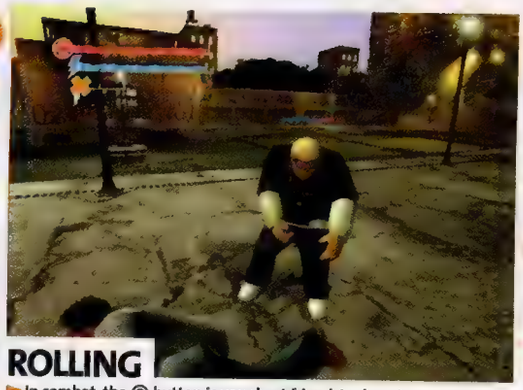
TRAINING YOU IN THE DARK ARTS OF PS2

COMBAT GUIDE

Getting Up's combat system can be quite cumbersome, but not if you know how to make the best of Trane's moves.

BRAWLING

Mixing pushes of Ⓐ and Ⓑ lets you pull off combos. Keep your attacks varied or your enemy will learn your routine and block your every move. Finish a combo by kicking your opponent into a wall or fence do to extra damage.



ROLLING

In combat, the Ⓡ button is your best friend. Lock on to an enemy with Ⓛ1 and just before he attacks, roll away. Keep rolling to get behind him and attack while his guard is down.

DISSING

When your skills meter (the blue one) is full you can pull of special diss moves. Tap forward on the stick twice and press Ⓐ to start it, then input one of your unlocked combos. You can find the combinations on the unlock screen.

WEAPONS

Melee weapons make your life a lot easier. Lead pipes, bin lids, planks of wood and other objects can reduce an enemy's health *loads* faster than your fists. They have limited 'health' though, so don't rely on them too much as they don't last for long.

ENVIRONMENT

If you're battling near an edge, next to a busy road or next to a train line, you can kick your enemy off to their death. They still move even when they're blocking, so pummel them with kicks and get yourself the easiest of kills.

PAINTING GUIDE

As the game progresses, Trane will be able to leave his tags with a lot more than the marker pen he starts out with.

FREEFORM

You can leave these tags anywhere. Leaving a freeform tag in a certain area will start a freeform challenge. Pass these timed missions to earn extra rep points.

SPRAY

You have two pressure types – hard (Ⓐ) and soft (Ⓑ). Harder is faster, but drips easily. Drips lower your cred rating. Collect Gold Montana cans to increase your pressure level.

ROLLER

Roller pieces take longer then spray and are much bigger. Do them in a sequence – low parts first, middle then top. Press Ⓐ to roll faster.

WHEAT PASTE

These are the hardest kind of piece to construct. First, lay down the glue on each layer. Don't leave it too long or it'll dry in. Then press Ⓐ to attach each section of the poster.

Only in PlayStation®2 OFFICIAL magazine-UK

THE TWO MOST EXPLOSIVE GAMES OF THE YEAR!

Read our world exclusive reviews of **Black** and **24: The Game** and play the kick-ass demos!

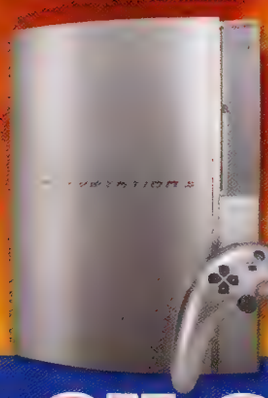
24 THE GAME

BLACK

PLAY 'EM ALL!

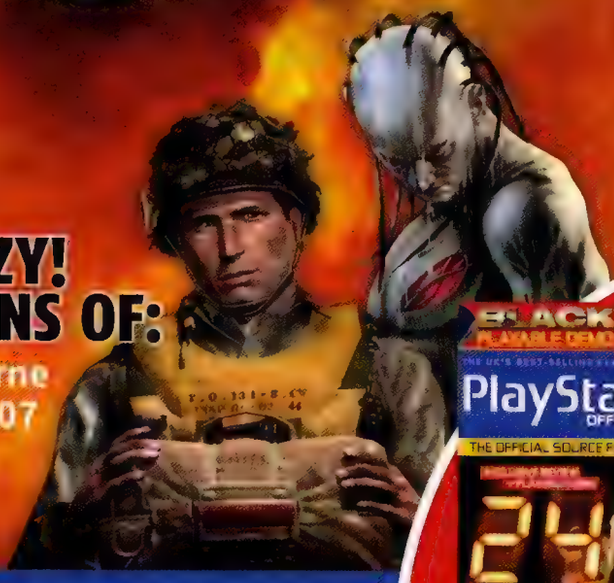
ON THE DISC...

- 24: The Game
- Black
- Shadow Of The Colossus
- More...



NEXT-GEN FRENZY!
FIRST PS3 SCREENS OF:

- Medal Of Honor: Airborne
- Unreal Tournament 2007
- Possession
- and more...



ON SALE 26 JANUARY

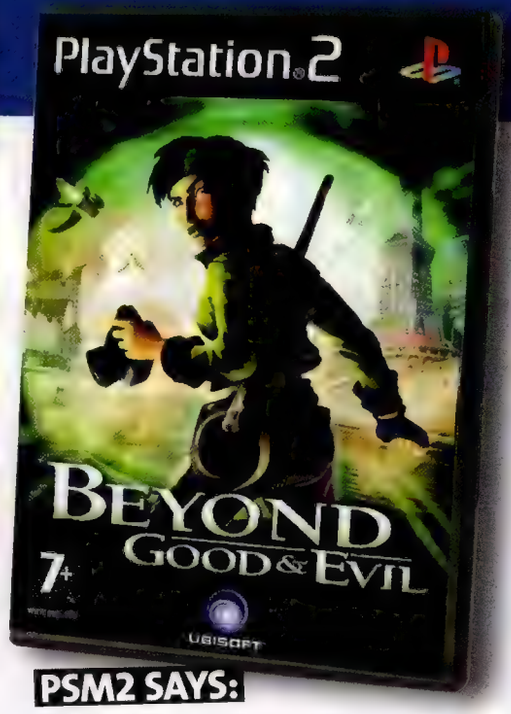
Content subject to change. Don't panic though, it probably won't

SUBSCRIBE TO PSM2

Look! It's just £9.60 quarterly for 13 mags, 13 DVDs and a free game!

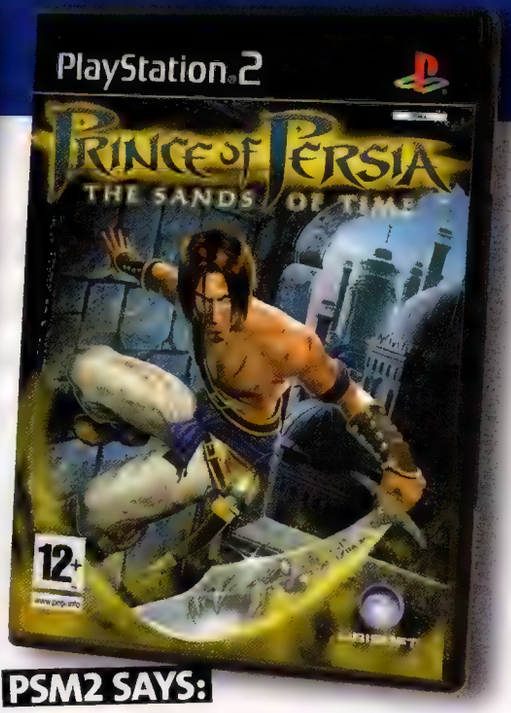
PSM2 SAYS:

"The knife-edge tension will keep you crawling into enemy lines long into the early hours... you'll relish the set-pieces and tactical weaponry."



PSM2 SAYS:

"A whopping great slice of adventure, curdled with innovation... inventive, funny and massively ambitious... Francophile genius – magnifique!"



PSM2 SAYS:

"Visually stunning and challenging while delightful to play and genuinely innovative... one of the best looking games on PS2. Play this princely title."

THREE WAYS TO SUBSCRIBE

Choose whichever is easiest for you!

1 FILL IN AND POST THE FORM BELOW! OR

And you can pay by cheque, your credit/debit card or even set up a direct debit – that's just £9.60!

2 PHONE OUR HOTLINE! OR

Speak to us on 0870 837 4722. We'll talk you through making a payment. Hey! Quote p014. It helps us, see.

3 DO THE WHOLE THING ONLINE!

Go to to the address below: www.www.myfavouritemagazines.co.uk/upl/p014. It's THAT easy.

Order Form

Please tick which game you would like to receive with your subscription (UK residents only)

☐ Ghost Recon ☐ Beyond Good & Evil ☐ Prince of Persia: Sands Of Time
☐ Rainbow Six 3 ☐ Splinter Cell: Pandora Tomorrow ☐ XIII

Hey! I want to use this form to subscribe to PSM2 magazine.
I will receive 13 issues of **PSM2** a year with my subscription starting with the next available issue.

YOUR DETAILS:

MR/MRS/MS FORENAME SURNAME

ADDRESS

POSTCODE

DAYTIME PHONE MOBILE NUMBER

EMAIL YEAR OF BIRTH

You can pay by cheque or card – £43.89 for 13 issues (UK ONLY)

☐ I enclose a cheque made payable to Future Publishing Ltd

☐ Please charge my ☐ Visa ☐ MasterCard ☐ AMEX ☐ Switch/Maestro

SIGNED TODAYS DATE

OR you can pay by direct debit – £9.60 every three months SAVING 26%
(UK ONLY)

Details of the Direct Debit guarantee are available on request.

Instruction to your Bank or Building Society to pay by Direct Debit DIRECT Debit

Please fill in the form and send to: PSM2 Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name(s) of

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 7 6 8 1 9 5

Ref no. to be completed by Future Publishing

Instruction to your Bank or Building Soc
Please pay Future Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

PLEASE FILL IN THE FORM AND RETURN TO: PSM2 Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF.

Or you can email us at psm2@subscription.co.uk.

We will use the contact details supplied to communicate with you about your PSM2 Magazine subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for PSM2 Magazine, Future Publishing and its sister companies to contact you in this way, indicate here ☐ email ☐ mobile. If you're also happy for us to pass your details onto carefully selected companies so they can send you relevant information about their products/services, indicate here ☐ email ☐ mobile. Please indicate if you do NOT wish to receive relevant information about special offers or products/services from PSM2 Magazine Future Publishing or any of its sister companies by ☐ post ☐ phone. Please indicate if you do NOT wish us to pass your details onto other carefully selected companies to enable them to contact you about their products/services by ☐ post ☐ phone. **Offer ends March 9th 2006.**

Order Ref: P014

*** Stocks limited to availability. Please allow 28 days for delivery of the gift. For overseas subscriptions please visit our website: WWW.MYFAVOURITEMAGAZINES.CO.UK**

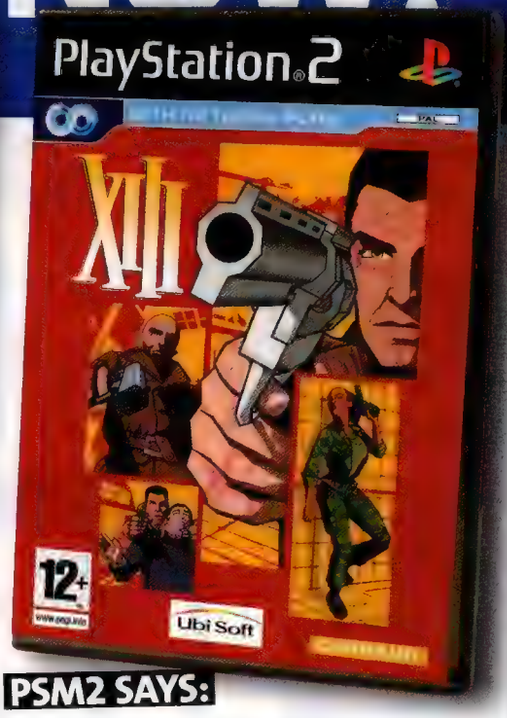
AND GET A FREE GAME NOW!

PSM2 SAYS:

"Deadly and unforgiving squaddie action with a strong political story... a big challenge with large single-player and some expansive online modes."

PSM2 SAYS:

"A compelling stealth-'em-up... a deserving sequel to an action classic... breathes new life into a market flooded with stealth games."



PSM2 SAYS:

"A harsh mistress and incredibly trying at times, but nonetheless a fantastic achievement, never less than fascinating and full of wonder."

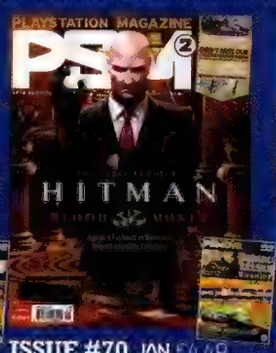
Tom Clancy's Splinter Cell: Pandora Tomorrow™ Tom Clancy's Splinter Cell Pandora Tomorrow TM C 2004 Ubisoft Entertainment. All rights reserved. Splinter Cell: Splinter Cell: Pandora Tomorrow, Sam Fisher, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia, Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment. All Rights Reserved. Ghost Recon, the Soldier Icon, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Red Storm and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Based on the novel Clancy. Good and Evil. © 2003 Ubisoft Entertainment. All Rights Reserved. Beyond Good & Evil, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. XIII © 2003 Ubisoft Entertainment. All Rights Reserved. Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Van Helsing © 2004 Ubisoft Entertainment. All Rights Reserved. Van Helsing, Vanice / Dargaud Benelux (Dargaud - Lombard S.A.) Tom Clancy's Rainbow Six 3 © 2003 Red Storm Entertainment. All Rights Reserved. Red Storm, Red Storm Entertainment, Rainbow Six are trademarks of Red Storm Entertainment in the U.S. and/or other countries.

- Get the magazine delivered through your door on the day it leaves the presses – that's as fast as the shops get it!
- Be the first to read massive scoops on the biggest new releases on PS2, PSP and PS3.
- We test games to destruction, so our reviews are the most honest around.
- Our DVD showcases all the latest game footage way ahead of other mags.
- Our Pro Tips section busts open all the biggest games. Finish every game you buy!

MISSED AN ISSUE? DO THIS NOW!

Buy back issues for £4.49. Just call the number below for availability and ordering.

ISSUE #69 XMAS £4.49
PREVIEWS include: Tomb Raider Legend. **REVIEWS include:** NFS Most Wanted, Shadow Of The Colossus **PLUS:** Splinter Cell 4 on DVD!



ISSUE #70 JAN £4.49
PREVIEWS include: Hitman: Blood Money. **REVIEWS include:** Prince Of Persia: Two Thrones, 50 Cent: True Crime 2. **PLUS:** MGS special on DVD!

ISSUE #71 FEB £4.49
PREVIEWS include: Tomb Raider PSP, MGS4, 24 **REVIEWS include:** Ico, Guitar Hero, Dragon Quest VIII **PLUS:** Hitman: Blood Money on DVD!

CALL THE PSM BACK ISSUES HOTLINE 0870 837 4773

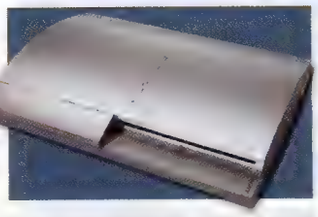
HOT NEW REVIEWS: 25 TO LIFE SAMURAI SHOWDOWN SUIKODEN TACTICS FIFA STREET 2 PS2 AND TALES OF ETERNIA

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

DRIVER: PARALLEL LINES

DrIVer hurtles into our score zone for one of the most hotly anticipated reviews ever... Don't miss it.



PS3 UPDATE

Our secret PS3 spies bring you all the latest news in Sony's beast. Fact-up on all the amazing games you'll all playing in the next generation.

KINGDOM HEARTS 2

The RPG with added Disney goodness arrives – Donald, Micky, Goofy, they're all here. Let's hope it 'disney' disappoint...

Month

EXCLUSIVE REVIEW!

The Godfather™ THE GAME

This time! We'll finally get to review the 1940's Grand Theft Auto!

YOU'D BE A BENSON TO MISS IT

PSM #73 on sale

THURSDAY MARCH 9TH

MATURE LADY
Available now for
SEXY
LIVE CHAT
Call me on
0908 110
4058
BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

SEXY LIVE CHAT
1 on 1 ACTION with the UK's Hottest Girls
0908 019 9881
BCM Box 2621, WC1N 3XX. Calls cost £1/min at all times
All calls are recorded

30 SEC DIRTY TALK!
HOT GIRLS ARE READY & WILLING
LIVE ACTION
0908 019 9861
BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

LIVE SEX AT IT'S BEST!
NO TIME WASTING - NO CALLBACKS
STRAIGHT TO THE ACTION!
Up to 80 girls on line now! We'll put you through to the girl of your choice. Call now!
FRIENDLY GIRLS HOT LIVE TALK
0908 019 6132
BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

SEXY OLDER WOMEN
FOR MORE EXPERIENCED PHONE SEX
LIVE 1-2-1
0908 110 4059
BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

SEXY ASIAN GIRLS
Genuine Asian Babes
LIVE 1-2-1
CALL 0908 110 4067
BCM Box 2621, London WC1N 3XX
Calls cost £1/min at all times. All calls are recorded

Search for sexy adult fun!
See hot dates on your mobile - then meet them!
Now is the time to meet your hot new partner with mDate!
SEE THE HOTTEST DATES ON YOUR MOBY!
THEN TEXT IN FOR THE SEXIEST DATES AROUND!
HOT DATES – SEE 'EM! MEET 'EM! JUST TEXT
SWEET TO 89179
AND DOWNLOAD FROM THE WAP URL RECEIVED
18+. You must have permission from the bill payer. Check your phone for compatibility. This service costs £1.50 per message. Customer service 0871 434 6460. Email: help@customersupport.com

25p min
THE VIBE
SERIOUSLY HOT CHAT
09062 77 33 02
VIBE LTD. PO BOX 206, HP3 9FT

"Call me ...baby!"
ONLY 25p MIN
100's of STUNNING
GIRLS ON LINE
09012 77 10 58
WIRED LTD, PO BOX 206, HP3 9FT

GRAB SOME ACTION!
CALL THE FLIRT HOTLINE
09065 899 808
CALLS 60P/MIN. FLIRT, P.O. BOX 206, HP3 9FT

CHAT & DATE
To join txt PSM to 69844
From 4p
Swap photos with thousands of genuine members online right now!
FREE FOR WOMEN! Men 4p per message sent/received for first 10 msgs, then 49p each.
All pics 99p. Send STOP to unsubscribe. 18+ Network charges apply. AL BM 4328 WC1N 3XX.

CHAT OR DATE
1p per min
WOMEN: 0845 222 0845
MEN: 0870 345 3134
GAY GUY: 0870 345 3178
GAY GIRL: 0870 345 3061
0845 = Local rate, 1p eve & wkend
0870 = 1.5p wkend & 3.9p eve

RED HOT STORIES
naughty girls live 1-2-1 or listen in
9p per min
0871 300 0527
GAY: 0871 300 1748

TEXT CHAT
ALL NETWORKS
LIVE 1-2-1 CHAT 0909 027 6024
CALLS COST £1.50/MIN ALL CALLS RECORDED
ADULT STORIES 0909 987 3338
CALLS COST £1/MIN
send HOT to 83038
Available to Virgin, Vodafone, O2, Orange, 3 + T Mobile users.
To Unsubscribe send STOP
Each text costs £1.50 to receive. Customer Support 0871 872 9800 Box 201CA4 6 GU
DOGGING ALERT SERVICE send HOTS to 89121

TALK TO ME
100'S OF SEXY LADIES ARE WAITING FOR YOU IN THE
Phonebar
09066 14 13 29
CALLS 60P/MIN. PHONEBAR, PO BOX 206, HP3 9FT

VERY CHEAP LIVE CHAT
ONLY 35p PER MIN
0905 462 0294
Calls are recorded. ET HELPDESK 0870 345 8999

ADULT FANTASIES
NEW 10p per min
0871 550 8811
GAY: 0871 550 2373

WANT 60 SECOND DAYTIME FUN? CALL NOW... 08712 007 562

INSTANT FUN WITH DIRTY-MINDED WOMEN 0871 872 8229

I'M HOME ALONE & LOOKING FOR A HORNY LAD 0871 872 6230

30 SECOND QUICKIE! 08712 007 566

1 MIN ACTION 0871 872 6232

COLLEGE GIRLS IN DORM FUN 0871 872 6231

DON'T TALK - JUST LISTEN! 0871 872 6245

BORED WIVES LOOKING FOR ACTION 0871 872 6233

30 SECOND FUN WITH HOT GIRLS 0871 872 6246

NASTY NURSE IN STOCKINGS & SUSPENDERS 08712 007 563

MATURE LADIES WANT YOUNGER GUYS 0871 872 6247

I MAY LOOK SWEET BUT YOU'LL BE SHOCKED WHEN I TELL YOU THE THINGS I'VE BEEN UP TO! 0871 872 6234

LOCAL TARTS WANT HOT GUYS FOR FUN 0871 872 6235

UNZIP & LISTEN TO NAUGHTY GIRLS 0871 872 6236

NAUGHTY 18 YR OLD GIRLS WILL DO IT JUST FOR YOU! CALL NOW 08712 007 567

TEXT FUN IN 30 SECONDS

SEND HELLO TO 82700

FOUL-MOUTHED NINETEEN YEAR OLD WILL GET YOU OFF IN ONE MINUTE 0871 872 6248

08718 calls cost 10p min plus standard mobile charge. Wow PO Box 8043 WC1N 3XX. 08712 calls cost 34p min min 30mins. TBL Box 37359 N1 6tQ. Text messages £1.50 to receive. to quit send STOP. You may receive promotional material. All services are OVER 18s ONLY. You must have the bill payers permission before calling.

FUN WITH GIRLS ON YOUR MOBILE IN 30 SECONDS FROM JUST 3p/MIN!!

AFTERNOON FUN WITH BORED HOUSE WIVES LIKE ME! 0871 4343 040

ALL DAY FUN WITH HOT OLDER WOMEN 0871 4343 041

COLLEGE GIRLS 16+ WILL GET YOU OFF NOW 0871 4343 042

COME ON LADS! ADULT ACTION IN JUST 30 SECONDS! 0871 4343 050

DON'T TALK - JUST LISTEN TO MY DIRTY TALES! 0871 4343 043

HOME ALONE HOUSEWIVES! 0871 4343 044

DIRTY MATURE WOMEN WILL GET YOU OFF NOW 0871 4343 051

EAVESDROP ON SEXY GIRLS 0871 4343 045

EROTIC SOUNDS! ADULT FUN IN 60 SECONDS! 0871 4343 046

NAUGHTY NURSES IN NASTY ACTION 0871 4343 052

NAUGHTY 18 YR OLD IN FURIOUS ADULT ACTION! 0871 4343 047

LISTEN TO HOT REAL LIFE EXPERIENCES 0871 4343 048

60 SECONDS OF MY FOUL MOUTH! I'VE GOT SHOCKING STORIES! 0871 4343 054

FIRST TIME GAY 0871 4343 053

OUTDOOR FUN WITH THE LOCAL TARTS 0871 4343 049

Calls cost 10p per min plus standard mobile charge. 18+ only. You may receive promo material. WOW PO Box 8043 London WC1N 3XX

To Advertise Here
Contact
Alby Donnelly Or Stuart Harris On:
01225 442244

PSM2
PLAYING PS2 LONGER, HARDER, FASTER

Maureen's MATURE CONTACTS
GENUINE BORED HOUSEWIVES
HOT LIVE CHAT
0909 980 8579

BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

HOT GIRLS TALK DIRTY
LIVE 1 ON 1 ACTION
0909 980 8526

BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

UK BABES
SAUCY GIRLS!
FUN CHAT!
LIVE ON LINE 24 HOURS
0909 980 8395

BCM Box 2621 WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

NAUGHTY FORTIES!
0909 980 8627

BCM Box 2621, London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

CORRECTION!
STRICT MISTRESS DEMANDS OBEDIENCE
0909 980 8850

BCM Box 2621 London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

NAUGHTY NURSE
Rosie
WILL TREAT YOU
CALL NOW FOR A Live EXAMINATION
0909 980 8396

BCM Box 2621, WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

FAST, FUN & FLIRTY!
SINGLE GIRLS
HOT LIVE CHAT
0909 980 8557

BCM Box 2621, London WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

OLDER LADY
I'm desperate for some HOT LIVE CHAT! Call me and I guarantee you will not be disappointed
Sheila xxx
0909 980 8664

BCM Box 2621, WC1N 3XX. Calls cost £1/min at all times. All calls are recorded

MOBILE MAYHEM

to order:

txt ITEMCODE to 88011 eg. PJ85623

Join mobile mayhem club for £3 per wk

mobile games

(All items require a WAP enabled handset)

All games require a WAP enabled handset. Compatible: Nokia 3120,Nokia 3200,Nokia 3300,Nokia 5100,Nokia 6100,Nokia 6108,Nokia 6200,Nokia 6220,Nokia 6225,Nokia 6585,Nokia 6610,Nokia 6610i,Nokia 6800,Nokia 6810,Nokia 6820,Nokia 7200,Nokia 7210,Nokia 7250,Nokia 7250i,Nokia 3595,Nokia 6010,Nokia 8910i,Nokia 3600,Nokia 3620,Nokia 3650,Nokia 3660,Nokia N-Gage,Nokia N-Gage-QD. For all new handsets, please call our customer support line for java game compatibility.

wallpapers

PX57802

PX56169

PX57704

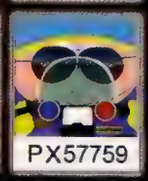
PX57204

PX56537

PX57058

PX57795

PX57784


PX57759

PX57760

PX57758

PX56517

celeb lookalikes

fantasy animation

naughty nurse

PX70786

sexy tennis coach

PX70780

im hot

PX70779

stirring up some dust

PX70784

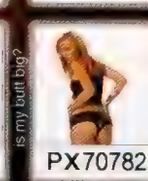
my turn to serve

PX70788

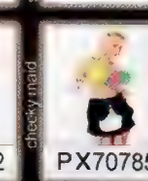
sexy secretary

PX70787

is my butt big?


PX70782

cheeky maid


PX70785

hot animations

Lauren Pope

PX70887

Sophie Howard

PX70886

mobile music

Polyphonic Truetone

PX 35212	PX 42877	Shane Ward - That's My Goal
PX 35197	PX 42875	Nizlopi - JCB Song
PX 33901	PX 41727	Madonna - Hung_Up
PX 35224	PX 42884	Brian Kennedy - George Best
PX 35193	PX 42878	Eminem - When Im Gone
PX 35127	PX 41307	Black Eyed Peas - My Humps
PX 35185	PX 42095	Sugababes - Ugly
PX 35156	PX 41712	Pussycat_Dolls - Stic With U
PX 35208	PX 42880	James Blunt - Goodbye My Lover
PX 35215	PX 42883	Editors - Munich
PX 33759	PX 41292	Kelly Clarkson - Becaus O You
PX 35213	PX 41052	The Pogues - Fairytale Of New York
PX 35159	PX 41728	Simon Webbe - No Worries
PX 35174	PX 42876	Westlife - When You Tell Me That You Love Me
PX 35117	PX 42180	Arctic Monkeys - I Bet You Look ... Dancefloor
PX 35206	PX 42879	Hard Fi - Cash Machine
PX 34311	PX 41270	Pussycat Dolls - Don't Cha
PX 33276	PX 42882	DHT - Listen To Your Heart
PX 35205	PX 42874	Girls Aloud - See The Day
PX 35222	PX ------	Aaron Smith - Dancin

Mobile Mayhem is a subscription service offering tones, wallpapers & animations for £3 per week until you send STOP to 88011. Java Games cost £4.50, and feature new game choices billed at £4.50 each week until you send STOP to 88011. All products require a WAP enabled handset. Customers will also incur normal operator sms and wap charges. For customer support - email help@blingmob.com or call 0870 063 1182 (Weekdays, 9am to 5pm) or post - BLiNG!Mob BCM Box 2952 London WC1N 3XX

the chaos network

Chaos Network Helpline 08704 541 000 (national rate). To send messages standard network operator rates apply.
T&Cs www.thechaosnetwork.com. Over 18 bill payers only. 00 56 terminate Chile, Int call rates apply. Credit Card calls £2.99/min (national rate).
0870 calls £2.99/min (local rate). Live calls recorded. 0908 £1.50/min 09097 £1.50/min Chaos Network PO BOX 384, CB2 5LR

the chaos network

GREAT NEW USES FOR YOUR PSP!

Finished *GTA: Liberty City Stories*? Yup, us too. Here's five things you can do with your PSP while waiting for another game worth playing.

TXT UK MOBILE GAMER

WWW.TXTUK.CO.UK

TO ORDER TEXT: PSM2+CODE to 88066

OR CALL: 0906 517 7599

MOBILE GAMES

PLAY THESE WICKED GAMES ON THE MOVE!

13188

13168

19960

25959

20224

26847

13176

26849

13089

13181

24436

3D GAMES!!

22760

26848

11661

15676

12682

26846

15888

12571

14175

25958

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

RINGTONES

GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

REAL	POLY		
25973	25146	NIZLOPI	The Jcb Song
26933	25142	RICHARD ASHCROFT	Break The Night
26934	26760	SUNBLOCK	Ill Be Ready
23918	23767	BLACK EYED PEAS	My Humps
26936	25847	JOSE GONZALEZ	Heartbeats Sony Ad
25533	25328	EMINEM	When Im Gone
26937	26803	KOOKS	You Dont Love Me
25048	24634	PUSSYCAT DOLLS	Stickwitu
24368	24362	ARCTIC MONKEYS	...The Dancefloor
26647	26641	EDITORS	Munich
25219	25035	DHT	Listen To Your Heart
25232	24549	SIMON WEBBE	No Worries
15246	12524	TOM NOVY...	Your Body
26690	26631	ARCTIC MONKEYS	When The Sun...
26691	26637	GREEN DAY	St Jimmy
26692	26319	BLACK EYED PEAS	Pump It
25708	11450	JAY Z	Dirt Off Your Shoulder
26283	26167	PHARRELL	Angel
25054	24728	OASIS	Let There Be Love
25315	24341	50 CENT	Window Shopper

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

WALLPAPERS

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

26730

20083

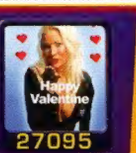
27155

16638

25610

27152

27151

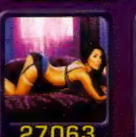


27095

14199

27090

19856


27063

26925

26835

26927

11718

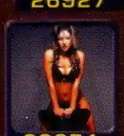
26954

26650

26953

26958

27077


26671

24461

26768

25154

13302

25810

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

SOUND FX

GET A CRAZY SOUND EFFECT OR FUNNY TV CELEB OR CHARACTER AS YOUR RINGTONE!

22697

22633

14082

24554

20024

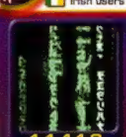
14082

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

ANIMATIONS

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!

12778 26844 23999 25312 25457 27157


11418

25555

25770

25341

25772

26797

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

3D CHARACTERS

GET 3D CHARACTERS ON YOUR PHONE!

CODE	
14020	SPIDERMAN
23170	Bowser
23172	Pikachu
23171	Lara Croft
16031	GTA Ceejay
16036	Halo

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

MOVIES

CHOOSE ONE OF THESE GREAT VIDEOS TO WATCH ON YOUR MOBILE!

24128

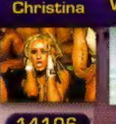
12842

24126

23176

23774

23773



14106

23771

17103

24662

TO ORDER text: PSM2+CODE to 88066 or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

Calls cost £1.50 per minute from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Polyphonic Tones, Movies & Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Java Games charged as £6. Realtones, Sound FX & TVTones charged as £6. You will incur stantard SMS, WAP and GPRS chrges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible.You must have a WAP enabled phone to downoad content. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 248 9871. Address PO Box 51727, London NW1 8ZF. Thank You.

TRY SOME VINTAGE GAMEPLAY ON FOR SIZE

The games that defined a generation - now realised for the console.

Some games will never go out of fashion. And now 8 of the best have been packed into one mega compendium of rare, retro joy, so you can bag yourself the whole collection.

From Outrun to Golden Axe, the gameplay's as fresh and furious today as it ever was, only now with enhanced graphics and sound for a truly timeless gaming experience. And the best bit – all those games that ate all your pocket money are now available for just £19.99.

NOVEMBER 2005

12+ www.pegi.info

PlayStation 2

© SEGA ©SEGA 2003, 2004

SEGA

www.sega.co.uk

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!